

rules of the road

The *Rules of the Road* is a detailed document outlining the guidelines, expectations and special information about the Destination ImagiNation program. It is important for your team to read and understand the *Rules of the Road*, and return to it regularly.

Passages with lines above and below reflect a change from last year's *Rules of the Road*.

Points of Interest!

This resource has three parts:

- The Destination ImagiNation Program Overview explains briefly the program and its goals, methods and assessment processes.
- The Program Rules contain the rules you need to follow.
- The Tournament Procedural Rules detail what you need to know about your Tournament.

Thanks to our international sponsor



NATIONAL DAIRY COUNCIL®

Guide to the Destination ImagINation® Program and Rules

Teams and individuals using this Guide must hold a 2010-11 Team Number. The Destination ImagINation Team Number is a license to compete in sanctioned Tournaments and/or to use the Destination ImagINation *Team Challenges* and materials for educational purposes within your school or organization.

The contents of the 2010-11 *Team Challenges* and this Guide are copyrighted. Team members, individuals and member organizations who use these materials are liable for all legal obligations, and agree to abide by all rules of competition, safety, and provisions stated within this Guide and the 2010-11 *Team Challenges*.

Rules of the Road

Table of Contents

The Destination ImagINation Program Overview	4
The Two Components of the DI® Program	5
<i>Team Challenge</i>	5
<i>Instant Challenge</i>	5
The Destination ImagINation Team Number	6
How Do I Participate in Destination ImagINation?	7
1-Team Pak	7
5-Team Pak	7
Institutional Customer 30+ Team Paks	7
Rising Stars! Team	8
Guest Participants	8
Upgrading from a 1-Team Pak to a 5-Team Pak	8
Cancellation Policy	8
Program Rules for Competitive Teams	9
Team Formation	9
Team Members	9
Team Manager	9
Competition Levels	10
Determining your Team's Level	10
Noncompetitive Level: Rising Stars!®	11
University Level (UL) Teams	11
The <i>Team Challenge</i>	12
<i>The Central Challenge</i>	13
<i>Side Trips</i>	13
Rules of Interference for <i>Team Challenges</i>	14
Interference: <i>The Declaration of Independence</i>	17
Time Limit	17
The Team Identification Sign	17
The Presentation Site	18
Team Budget and the Expense Report	18
Safety	21
Copyrights and Trademarks	23
Clarifications	23

Instant Challenge	25
What is <i>Instant Challenge</i> ?	25
Types of <i>Instant Challenges</i>	25
Rules for <i>Instant Challenge</i>	25
<i>Instant Challenge</i> Scores	27
Destination ImagiNation Tournament Procedural Rules	27
Registration for Tournaments	27
Scheduling of <i>Team Challenge</i> and <i>Instant Challenge</i>	27
Standard Tournament Procedures.....	28
<i>Team Challenge</i> Procedures	28
<i>Instant Challenge</i> Procedures	28
Moving Scenery and Props	29
Conduct and Concerns at Tournaments	30
Scoring.....	30
Types of Scores.....	30
Raw Scores.....	30
Scaled Scores	31
Deductions	32
How to Obtain your <i>Team Challenge</i> Raw Scores.....	33
The Appeals Process	33
The Dialogue Team.....	34
The Dialogue Process.....	34
Appeals after the Tournament	34
Awards.....	35
Global Finals Tournament	36
Housing and Meal Packages	37
Glossary of DI Terms	38
Expense Report.....	41
<i>Declaration of Independence</i>	42
2010-11 Clarification Form	43
Index.....	44



Welcome to Destination ImagiNation®, the world's premier creative problem solving program!

The Destination ImagiNation Program Overview

Destination ImagiNation is an educational program in which student teams solve open-ended Challenges and present their solutions at Tournaments. Teams are tested to think on their feet, work together and devise original solutions that satisfy the requirements of the Challenges. Participants gain more than just basic knowledge and skills—they learn to unleash their imaginations and take unique approaches to problem solving.

GOALS

- Have fun!
- Learn critical and creative thinking skills.
- Learn and apply creative problem solving method and tools.
- Develop teamwork, collaboration and leadership skills, working together to achieve goals.
- Nurture research and inquiry skills, involving both creative exploration and attention to detail.
- Learn and apply written and verbal communication and presentation skills (both impromptu and sustained).
- Promote the recognition, use, and development of many and varied strengths and talents.
- Encourage competence in, enthusiasm for, and commitment to real-life problem solving.

METHODS

- Young people of similar age work on teams of up to 7 members over an 8-12 week period.
- Experiential Education is employed to effectively engage participants in learning.
- No Interference is allowed from anyone outside of the team.
- Adult Team Managers act as facilitators to a team.
- Team Manager training is provided by experienced trainers in all Affiliates.
- Problem solving skills are cultivated by using tools.
- Creativity is appreciated by *Team* and *Instant Challenges* that are open ended.
- Individual and team strengths are promoted by *Side Trips* based on Multiple Intelligence Theory.
- *Instant Challenges* engage participants in rapid-fire critical thinking.
- *Team Challenges* engage participants in sustained problem solving.

ASSESSMENT

- Tournaments are a celebration of what the team has accomplished and the process learned.
- Solutions are evaluated, and Reward Points are a component of *Team* and *Instant Challenges*.
- Appraisers are trained to reward the process that the team has experienced.
- *Tournament Data Forms* provide opportunity for teams to culminate their experience.
- Special Awards are given for exceptional creativity, teamwork and innovation.
- At the end of the Destination ImagiNation season, teams have an active reflection time.

The Two Components of the DI® Program

The Destination ImagiNation program asks teams to creatively solve two different kinds of Challenges, each with its own purpose and educational focus. The two Challenges, or components, are called the **Team Challenge** and the **Instant Challenge**. Teams present their solutions to both Challenges at a Tournament where the solutions are evaluated by friendly people we call "Appraisers."

Team Challenge

The Destination ImagiNation *Team Challenge* is a Challenge teams work on over a long period of time, usually several months. This year, Destination ImagiNation presents seven *Team Challenges* (six competitive Challenges and one Rising Stars!® non-competitive Challenge). Each team generally chooses one Challenge to solve. Each competitive *Team Challenge* is made up of two parts, the *Central Challenge* and *Side Trips* (except for the Improvisational Challenge, which does not include *Side Trips*).

Central Challenge

- Purpose: Encourages development of creative problem solving techniques, teamwork and creative process over a sustained period of time (usually several months).
- Educational Focus of *Central Challenge*: The project undertaken by the team is academically based and focuses on one or more of the following areas: Technical/Mechanical Design, Structural/Architectural Design, Science, Theatrical/Literary/Fine Arts Elements, Improvisational Techniques, Service-Learning.
- Each of the five competitive *Central Challenges* involves a research component.
- One or more of the five competitive *Central Challenges* involves an improvisational component.
- One or more of the *Central Challenges* involves an international and/or intercultural theme.

Side Trips

- Purpose: Encourages participants to discover and showcase their collective interests, strengths and abilities as a team and as individuals, and allows them to develop that showcase over a long period of time.
- Educational Focus of *Side Trips*: Based on the educational theory of multiple intelligences, which in part emphasizes allowing participants to find their own best ways to present what they have learned.
- Allows teams total freedom to develop elements of their own choosing.
- Allows teams to highlight areas of strength that are not brought forth in the *Central Challenge* requirements.
- Allows and encourages teams to recognize and make the most of each individual's abilities/interests.

Instant Challenge

The Destination ImagiNation *Instant Challenge* is a Challenge that teams are asked to solve in a very short period of time at their Tournament, without knowing ahead of time what the Challenge will be.

- Purpose: To put team's creative problem solving abilities, creativity and teamwork to the test in a short, time-driven Challenge.
- Educational Focus of *Instant Challenge*: The team's use of creative problem solving strategies, assessment and use of available materials, and teamwork under tight time constraints.
- Encourages teams to develop creative problem solving and time management strategies, as well as performance and improvisational techniques.
- Develops the ability to quickly assess the properties of provided materials, and learn how to creatively manipulate materials for a unique solution.

TEAM CHALLENGE:

Central Challenge:

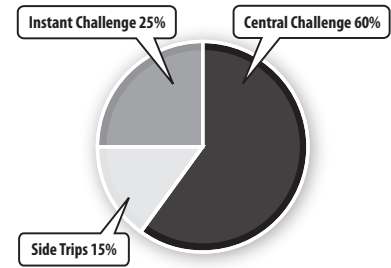
Academically-based; process-driven project emphasizing teamwork, creative problem solving, creativity, improvisation; sustained development time

Side Trips:

Based on multiple intelligence theory; allow teams total creative freedom to showcase additional strengths; sustained development time

+ INSTANT CHALLENGE:

Development of an impromptu solution under tight time constraints; showcases teamwork, creative problem solving techniques, performance, and creative use of materials; time management



= Destination ImagiNation

A Complete Educational Package!

The Destination ImagiNation Team Number

A Destination ImagiNation Team Number allows your team to compete in sanctioned Tournaments and/or to use the Destination ImagiNation *Team Challenges* as well as the support and curriculum materials for educational demonstrations within your school or organization. In order to participate in a sanctioned Tournament, your team must hold a valid 2010-11 Team Number.

1. Each team must be registered with Destination ImagiNation, Inc., and each team will be assigned a unique Team Number. Each team may also choose a Team Name.
2. Your Team Number has two sets of numbers and looks like this: XXX-YYYYY. The first three digits of your Team Number (XXX) identify your Affiliate (i.e., State/Province/Nation). For example, all teams from New York State would have numbers that begin with 134. The next five numbers (YYYYY) identify your team. Each team will have a different number, whether it is in a 1-Team Pak, a 5-Team Pak or 30+ Team Pak.
3. A team will need a different Team Number for each *Team Challenge* in which it is registered to participate at the Tournament.
4. Your team will be required to know your complete 2010-11 Team Number, your Team Name, and your Competition Level and put that information on all forms, paperwork and Identification Signs required by Appraisers and other Tournament Officials.
5. Please note that many Affiliates and Regions charge additional fees for registration, Tournaments, trainings and events. Be sure to contact your Affiliate/Regional Director for information in local fees.

How do I participate in Destination ImagiNation?

NOTE: If you do not have access to the Internet and wish to purchase a Team Number, please contact Destination ImagiNation, Inc. headquarters at 856-881-1603 and they will fax or mail you an application form.

1-Team Pak

1. The 1-Team Pak allows a school, school program, college, university, community group, home school program, parent group, club or business to put together one team of no more than seven participants. 1-Team Paks do not need to be affiliated with a school or group.
2. The 1-Team Pak entitles a given team to participate in a *Team Challenge* at any Level defined within the Destination ImagiNation program structure. There are no restrictions on how a team is selected or assembled. Team members may come from within a community or beyond.

5-Team Pak

1. The 5-Team Pak allows an individual school, multiple schools with a total combined enrollment of fewer than 500 students, multi-school programs with a single itinerant teacher, or a recognized local chapter of a community organization that serves children (such as Boy Scout Troops and Girl Scout Troops, 4-H clubs, or PTA/PTOs) to put together up to five teams in any *Team Challenge* at any Level.
2. 5-Team Paks must be affiliated with a school or group.
3. The 5-Team Pak may not be purchased on behalf of school districts, states, provinces, program Affiliates (e.g., the New Jersey DI Affiliate), or any larger parent organization (e.g., Boy Scouts of America).
4. If your team is part of a 5-Team Pak, make sure that your team is the only team competing under your assigned Team Number. Each team must have a distinct Team Number.
5. The 5-Team Pak entitles each of the five teams to participate in a *Team Challenge* at any Level defined within the Destination ImagiNation program structure. Each team must be registered with Destination ImagiNation, Inc., and each team will receive a unique *Team Number*.

Institutional Customer 30+ Team Pak

1. To be classified as an Institutional Customer, the customer must be a centralized school system (e.g., school district) or a recognized local chapter of a community organization that serves children, such as Boy Scout Troops and Girl Scout Troops or 4-H clubs.
2. An Institutional Customer must purchase a minimum of thirty (30) teams.
 - a. After the initial purchase of 30 teams, the Institutional Customer may purchase additional teams, in any quantity, at the Institutional price. The Institutional Customer may distribute the *Team Program Materials* to any team for which it is fully responsible.
3. A Destination Imagination state, province or country Affiliate program (e.g., the New Jersey DI Affiliate) cannot be an Institutional Customer.
4. An Institutional Customer may purchase a 1-Team Pak or 5-Team Pak for a specific school within their district, but these purchases can only be used as indicated in the 1-Team Pak and 5-Team Pak rules.
5. If your team is part of an Institutional Customer 30+ Team Pak, make sure that your team is the only team competing under your assigned Team Number. Each team must have a distinct Team Number.
6. Each team that is part of an Institutional Customer 30+ Team Pak is entitled to participate in a *Team Challenge* at any Level defined within the Destination ImagiNation program structure. Each team must be registered with Destination ImagiNation, Inc., and each team will receive a unique Team Number and a set of printed materials.

Rising Stars!® Team

1. The Rising Stars! team package allows a school, school program, college, university, community group, home school program, parent group, club or business to put together one team of participants. However, Rising Stars! Teams need not be affiliated with a school or group.
2. The Rising Stars! team package entitles a given team to participate in the current season's Rising Stars! *Team Challenge* defined within the Destination ImagiNation program structure. There are no restrictions on how a team is selected or assembled. Team members may come from within a community or beyond.
3. The Rising Stars! team package does not include the full set of program materials; however, it does come with a set of tools and activities appropriate for early learners.
4. A Rising Stars! team can participate using a Team Number from the 5-Team Pak or 30+ Team Pak.

Guest Participants

Schools or groups purchasing Team Numbers may invite others from outside their school or group to participate on their teams. If the invited team member comes from a school or group that has NOT purchased a Team Number, the invited team member may participate as a Guest Participant. (See guidelines below.) If the invited team member comes from a school or group that has purchased a Team Number, whether a 1-Team Pak, 5-Team Pak or 30+ Team Pak, no Guest Pass is required. The Guest Pass is only required when the individual's school or group does not already hold a Team Number.

1. All other rules of Team Formation must be followed.
2. DI permits your school or group three Guest Passes per 5-Team Pak if your school or group will allow Guest Participants. Before inviting a participant to join your team as a Guest, check with your Destination ImagiNation Coordinator to make sure your 5-Team Pak's three Guest Passes have not been used, and that your school or group allows Guest Participants. Also be sure to find out if your Guest's school or group has purchased a Team Pak. A Guest Pass is not necessary if the Guest's school or group already has a Team Number.
3. Once a Guest Participant begins working on your team, that person is a permanent member of the team even if the Guest quits, moves, or is unable to participate. This team member's Guest Pass may not be used by another Guest.
4. Teams with Guest Participants must compete under the school or organization number of the host school or group that purchased the 5-Team Pak. **Entire teams made up of students from other schools or groups may not participate under your school or organization number.**
5. Some locations have laws regarding children who attend private schools and participate in public school activities. Where Destination ImagiNation rules are in conflict, you must follow the laws of your state, province, school district or organization.
6. Community Organization and University Level teams may invite participants freely as long as all other rules of registration and Team Formation are met.

Upgrading from a 1-Team Pak to a 5-Team Pak

You may upgrade from a 1-Team Pak to a 5-Team Pak. To do this, you must have a valid 1-Team Pak, and you must be the person who purchased it. You can only upgrade a 1-Team Pak once.

1. Visit www.ShopDI.org and follow the links to start a team.
2. Click on "Upgrade to 5-Team Pak" (Domestic or International).
3. If you have any eligible 1-Team Paks, they will appear in a drop down box.
4. Select the 1-Team Pak you wish to upgrade, and click "Add to Cart."
5. Follow the instructions to purchase your upgrade and then check out of www.ShopDI.org.

Cancellation Policy

Destination ImagiNation and Rising Stars! Team Paks are not eligible for refunds or cancellations. 1-Team Paks can be upgraded to 5-Team Paks using the upgrade procedure. There are no upgrades to 30+ Team Paks.

Destination ImagiNation Program Rules for Competitive Teams in the Team Challenge

Please note: Passages with lines above and below reflect a change from last year's *Rules of the Road*.

Team Formation

Your team must be made up of participants currently enrolled in a school, school program, college, university, community group, Boy Scout, Girl Scout, 4-H Club, PTA/PTO, home school program, parent group, or business. Your team's Competition Level is determined by the grade or age of your oldest team member. (See "Competition Levels" below.)

Please Note: Teams must carefully follow the rules of Team Formation and Competition Level. Teams that have not followed these rules may present their solutions but will not be scored and will not be considered for the next Tournament level. Any team that does not have a current license will not be allowed to compete.

Team Members

Your team may recruit up to seven team members but no more. Only the original team members (up to seven) are allowed to work on the *Team Challenge* solution.

1. Teams may compete with fewer than seven team members, but in order to be considered a team, there must be at least two members.
2. Once your team has begun working on the *Team Challenge* solution, you may add team members up to a maximum of seven until you submit your registration roster to your first Tournament. After your team has registered for the first Tournament but before competing, you may add team members with the permission of the Tournament Director, but only if you had not previously reached seven team members.
3. Your team may not replace team members after the total number of members has reached seven, even if a team member quits, moves away or is unable to attend the Tournament for any reason. If a team member moves away, that person is still considered part of your team and may still compete with the team if s/he is able.
4. Your team may not add team members between Tournaments for any reason, even if your team does not have seven team members. Adding team members between Tournaments will result in disqualification as a competitive team. Your team may still perform but will not be scored.
5. If a majority of the team members leaves your team, you may form a new team by adding new team members, but you may not use any part of your original solution and you must select a different *Team Challenge*.
6. A person cannot be a team member on two different teams that are both doing the same *Team Challenge*.

Team Manager

Your team must have at least one **Team Manager of Record** who is 18 years old or older.

1. Your Team Manager may have one or more assistants, and Assistant Team Managers may be younger than 18.
2. All Team Managers and Assistant Team Managers must understand the rules of Interference and may not offer ideas or help in the development of the *Team Challenge* solution.
3. Assistant Team Managers under the age of 18 may NOT accompany the team into the *Instant Challenge* competition site.
4. A Team Manager cannot be a member of the team s/he is managing, as only team members can have input into the solution; a Team Manager by definition cannot. (See "Rules of Interference," "Declaration of Independence," and "Instant Challenge" sections.)

Competition Levels

There are two ways for teams to present their solutions at Tournament: **Competitive** and **Noncompetitive**.

There are four competitive Levels in the Destination ImagiNation program: Elementary (EL), Middle (ML), Secondary (SL), and University (UL). Your team will compete against other teams in your Competition Level who have selected the same *Team Challenge*.

1. Your team may have team members of all ages, but **the Level at which you must compete will be determined by the participant in the highest grade-level or by the participant who is oldest**. Your team may not compete in a Level above the age or grade of the oldest participant on your team. (See chart below.) Each team may independently determine whether its Competition Level is decided by age or grade. It is important for your team to determine in which Level you will be competing **before** you begin working on your *Team Challenge*. When you register for your first sanctioned Tournament, you will declare your Competition Level on the registration form, and this Level may not be changed between Tournaments.
2. **Please Note:** Destination ImagiNation, Inc. does not promote or recommend creating teams comprised of participants of multiple Levels; for example, forming a team that includes both Secondary and Elementary age-level members. **It is the intent of this rule that all members of a team will compete against their age or grade peers.**
3. The **projectOUTREACH** Challenge option is only available to participants meeting the grade or age level requirements for Middle, Secondary or University Level.

Determining your Team's Level

LEVEL	GRADES (US)	OR	AGE
Elementary Level (EL)	Kindergarten-5th grade		No student reaching age 12 by June 15, 2011*
Middle Level (ML)	6th-8th Grade		No student reaching age 15 by June 15, 2011*
Secondary Level (SL)	9th-12th Grade		No student reaching age 19 by June 15, 2011*
Rising Stars!	The Rising Stars! <i>Team Challenge</i> is designed for Preschool-2nd grade. See next page.		
University Level (UL)	Full-time post-secondary students enrolled in college, university, trade, or technical school or military. High school seniors bound for higher education. See next page.		

Noncompetitive Level: Rising Stars!®

The Rising Stars! *Team Challenge* is for young children in preschool through 2nd grade. It is noncompetitive.

1. Rising Stars! teams may wish to present their solutions at a Destination ImagiNation Regional or Affiliate Tournament. At the Tournament, teams will present their solutions to friendly audiences for fun and positive feedback.
2. **In order to participate in a Destination ImagiNation Tournament or Event, Rising Stars! teams are required to have an active/paid Team Number.** A Team Number can be obtained in one of the following ways:
 - a. **Through purchase of a Rising Stars! Team package:** Schools or organizations can purchase Rising Stars! individual packages for the cost of \$55 US per team.
 - b. **Through a DI 5-Team Pak or Institutional Customer 30+ Team Pak:** Schools or organizations purchasing a Destination ImagiNation 5-Team Pak or Institutional Customer Team Pak may allocate one or more of the Team Numbers in the Team Pak to Rising Stars! A 5-Team Pak and Institutional Customer Team Pak may have any combination of DI and Rising Stars! teams.
3. Rules and regulations pertaining to the competitive *Team Challenges* do NOT apply to Rising Stars! teams. However, there are Safety Guidelines in the Rising Stars! Challenge that the team must follow if they are participating in a Destination ImagiNation Tournament. Also, depending on the Tournament Site, there may be “site-specific” Safety Restrictions for Rising Stars! teams. Contact your Tournament Director for this information.

University Level (UL) Teams

In the University Level of participation, college/university-aged students from around the world can participate at the Destination ImagiNation Global Finals Tournament, to be held at the University of Tennessee in Knoxville, Tenn., May 25-28, 2011. In some Affiliates, UL teams may also have an opportunity to present their Team Challenge solutions at Regional or Affiliate Finals Tournaments.

Eligibility

Who is Eligible to take part at the University Level? All members of University Level teams must be currently enrolled full-time students from a college, university, trade, technical school or military, or high school seniors who are bound for higher education (college, university, trade school, military). Teams may be comprised of students from different colleges, universities, trade, and/or technical schools. When registering for a Team Number, UL teams must select a Team Name and identify one Affiliate to which they will “belong” for registration purposes.

Registration Deadlines

All University Level applications for teams wishing to participate in the Global Finals Tournament (in a *Team Challenge*) must be received by Destination ImagiNation, Inc. **no later than April 1, 2011**. For further information regarding Affiliate participation, contact the UL Coordinator by email (address below).

More than one *Team Challenge*?

Yes! University Level teams may choose to solve and present more than one *Team Challenge* at Global Finals.

University Level Resources

1. **University Level Web site:** <http://www.IDODI.org/univ/>
2. **University Level Message Board:** Instructions on how to join can be found at the UL website (see above) or at: <http://groups.yahoo.com/group/collegedi/> This list group helps provide appropriate input about issues and ideas the Affiliates and Destination Imagination, Inc. wish to see addressed. This group also helps recruit volunteers for UL specific activities and events at Global Finals each year.
3. **University Level Coordinator:** Contact the UL Coordinator at: University@dihq.org.

The *Team Challenge*

The Destination ImagiNation *Team Challenge* is a fun competitive Challenge with an academic focus which your team will work on for eight to twelve weeks. For 2010-11, the *Team Challenges* are:

Technical: *Unidentified Moving Object*

Focus: *Design and Construction, Innovation and Design Process, Mathematics, Modularization, Optimized Design, Experimentation, Theater Arts, Teamwork*

Scientific: *Spinning a Tale*

Focus: *Science, Research of Energy Cycles in the Natural and Physical World, Innovation and Design Process, Theater Arts, Playwriting, Technical Design, Construction, Teamwork*

Fine Arts: *Triple Take Road Show*

Focus: *Playwriting, Theatrical Presentation, Storytelling, Storytelling Relevance, Special Effects, Innovation and Design Process, Construction, Teamwork*

Improvitational: *Mythology Mission*

Focus: *Research and Understanding of Cultures, Mythology, Improvisational Acting, Story Development, Theater Arts, Teamwork*

Structural: *Verses! Foiled Again*

Focus: *Architectural Design, Structural Engineering, Construction, Material Science, Research, Innovation and Design Process, Mathematics, Theater Arts, Poetry, Teamwork*

projectOUTREACH: *Dynamic Networks*

Focus: *Service Learning, Civic Responsibility, Social Science, Partnerships, Fundraising, Progress Monitoring, Evaluation, Teamwork*

Each **competitive** *Team Challenge* is worth a total of 300 points and, except for *Mythology Mission*, is made up of two parts: The *Central Challenge*, worth 240 points, and *Side Trips* worth a total of 60 points. *Mythology Mission* is an Improvisational Challenge that is prepared and scored differently from the other four competitive *Team Challenges*. In this Challenge, teams do not prepare *Side Trips*, so the *Central Challenge* is worth the entire 300 points.

Please note: The Rising Stars! *Team Challenge*, *Big Bug's Bad Day*, is noncompetitive; the program rules for Destination ImagiNation do not apply to Rising Stars! teams. Please read the Rising Stars! Challenge for Safety Guidelines and other helpful information.

The Central Challenge

240 Points (300 points for *Mythology Mission*)

1. The *Central Challenge* is the set of specific requirements your team must complete in order to solve the *Team Challenge*. These requirements could include a combination of technical, structural, scientific, theatrical, fine arts, and improvisational elements. Some research is needed to fulfill the requirements in each Challenge.
2. *Central Challenges* may include one or more Improvisational Elements. Improvisation (or "Improv") means to make up a solution on the spot with little or no advance planning. For 2010-11, two Challenges feature Improvisational Elements. Challenge B, *Spinning a Tale*, and Challenge D, *Mythology Mission*, include a number of Improvisational Elements.

Side Trips

60 Points

Destination ImagiNation *Side Trips* give your team a chance to really show off your specialties! Specialties are the skills, talents, interests, and areas of strength of your team. **Your team may create anything they wish for *Side Trips*.**

1. Your team must create two *Side Trips*, each worth 30 points, and present them as part of your team's timed Presentation. *Side Trips* should have a meaningful connection to the team's *Central Challenge* solution.

Each *Side Trip* will be evaluated in three ways: for the Creativity and Originality of the *Side Trip*; for the Quality, Workmanship, and/or Effort that is evident; and for the Integration of the *Side Trip* into the Presentation. Evaluation of *Side Trips* is subjective.

Please note that no *Side Trips* are required for the improvisational Challenge, *Mythology Mission*.

2. Each *Side Trip* must be capable of being evaluated as a standalone item, and Appraisers must be able to quickly and easily identify your team's *Side Trips*. The way in which the *Side Trips* are written on the *Tournament Data Form* is very important.
 - a. Be specific: For example, if costumes are not being evaluated in the *Team Challenge* but the team has spent a great deal of time on one of five total costumes, on the *Tournament Data Form* the team members can ask that their "costumes" be scored as a *Side Trip*. Because the team has asked that the "costumes" be scored as a *Side Trip*, the Appraisers will need to look at the creativity and the workmanship and/or effort of all five costumes to score this *Side Trip*. If only one costume is spectacular, while the others are just average, this could impact the team's *Side Trip* score. This is something the team should consider when deciding what to list on the *Tournament Data Form*. In this case, the team may decide to specifically select the one spectacular costume and point out the most important details they want the Appraisers to notice.
 - b. A *Side Trip* could include more than one specific item: For example, the team has written Flamenco music, choreographed a Flamenco dance and designed and created a Flamenco dance costume for a character. The team wants all of these items (original Flamenco music, dance and costume) evaluated as one *Side Trip*. As long as these items are not being specifically scored elsewhere in the *Team Challenge*, the team can list these items on the *Tournament Data Form* to be scored as a *Side Trip*. In this example, the team would need to determine the best way to write the *Side Trip* to incorporate all three items in an understandable way for the Appraisers. The team must also be aware that, just as the costumes in the above example were ALL scored when the team was not specific about the exact costume to be scored, if one of the aspects of the Flamenco items is not as strong as the other parts of it, it could affect the *Side Trip* score.

3. A *Side Trip* may not be a specific item that is required in the *Central Challenge* that is already being evaluated. A *Side Trip* may be a single unique part of a required item, as long as an Appraiser can identify it by itself. Here are three examples.
 - a. A “vehicle” is a required scoring item in the *Central Challenge*. The team may not list the entire vehicle as a *Side Trip*. However, the side of the vehicle might feature artwork painted by the team. The team may ask that the artwork on the vehicle be evaluated separately as a *Side Trip*. The artwork is part of the vehicle and is evaluated as part of the vehicle, and it can also be easily identified and evaluated as a standalone item for a *Side Trip*.
 - b. The same vehicle is being scored for overall technical design. A team may ask that a specific design element, such as the vehicle’s braking or steering system, be evaluated separately as a *Side Trip*. In this case, the braking or steering system would be appraised as a *Side Trip* and for its contribution to the overall design of the vehicle, just as in a Challenge that is scored for Overall Effect, everything in the Presentation is evaluated as a whole, despite individual items being evaluated.
 - c. A Challenge may require a piece of scenery. The team creates a backdrop of a kitchen to fulfill its scenery requirement. For one of its *Side Trips*, the team creates a working mechanical clock on the wall of the kitchen scenery. The clock is part of the scenery and is evaluated as part of the scenery, and it can also be easily identified and evaluated as a stand-alone item for a *Side Trip*.
4. A *Side Trip* may be presented at the same time as another *Side Trip* only if both can be easily identified and scored separately. For example, a team might choose to present two *Side Trips* in the form of an original **dance** set to a piece of original **music**. Both *Side Trips* (the dance and the music) can be easily identified and evaluated as separate items.

Rules of Interference for Team Challenges

Your *Team Challenge* solution is owned and operated by your team! **Only team members** may contribute ideas and create the *Team Challenge* and *Side Trip* solutions. Help from non-team members, including your Team Managers, is called **Interference**.



The Interference Triangle:

The Interference Triangle is a useful tool to help you remember what Interference is and what Team Managers and other people are allowed to help the team with.

The Base of the Triangle consists of two corners: Skills and Challenge & Rules. These two corner support blocks are what teams have in common when they participate in the Destination ImagiNation program and process.

Skills are both those skills that the participants already know and bring to the team, and those skills they learn while being a part of the team. Learning skills is an important and valuable part of the process of DI. Every team member’s participation in the program will someday end, but the skills learned will continue throughout life. These skills include: performance skills, technical skills, thinking skills, team building, research, organizational, time management, budgeting and life skills, to name a few. It is not Interference for the team to be taught skills. In fact, it is the job of the Team Manager to facilitate the team members’ acquisition of skills. It is the job of the team to apply learned skills to a particular purpose or use in creating a Challenge solution.

The Challenge & Rules are the printed Challenge, the *Rules of the Road* and Clarifications. These are the documents that teams, Team Managers and Tournament Officials have in common. The Challenge requirements and limitations, and the rules in *Rules of the Road* are the facts by which all must abide. Understanding them and internalizing them is the job of the team, the Team Manager and the Officials. What does the Challenge say? What does it say in *Rules of the Road*? What are the Published Clarifications? Let’s write for a Team Clarification! This is all learning that can be shared, should be shared, and is shared among teams, Team Managers and Officials.

Sometimes skills determine which Challenge to choose; sometimes the Challenge is chosen, and skills have to be learned in order to solve it. Regardless of which comes first, there is a back-and-forth of learning skills and understanding the Challenge that occurs before and while the team makes choices that apply to its solution.

The team's solution is the team's alone. It is something that the team members build from their acquisition of skills and from their understanding of the Challenge and rules. **It is Interference** to be in the team's solution corner of the Triangle. Recognize and respect that the "top" is where team members reign!

1. A total of seven team members may contribute ideas, work on the solution, and participate in your team's Presentation at the Tournament. Every idea for every part of your unique solution must come from your team members and team members only. If an idea is offered by someone not on the team, your team may not use that idea, even if you might have thought of it yourselves later on.
2. If someone not on your team, including your Team Manager, builds or creates an item using your team's idea, you may not use that item. Your team must start over and build it yourselves in your own way. If someone not on your team, such as your Team Manager or a parent, tells your team how to do something, whether you are building something new or just practicing your Presentation, your team must politely tell that person to let you do it yourselves.
3. If your team does not know the skills that are needed to build your idea, you must learn the skills or find another way to do the project. For example, a drama teacher may teach you acting skills, but cannot direct your team as you practice the actual skit. A professional welder or shop teacher may teach you how to weld, but that person may not show you how to weld any part of your team's actual solution. If you are not able to weld it yourselves, you must find another way to solve that part of the Challenge.
4. **Acquiring Materials:** Use the following guidelines when gathering materials:
 - a. A team may create a list of **specific** items and ask a Team Manager or other non-team member to obtain those items for the team's use.
 - b. In situations in which a team is purchasing a specific amount of a raw material from a commercial business for use in its solution (such as a piece of fabric or a sheet of plywood), the team may ask the store to cut the material to a specific size. **This is not Interference as long as the cutting required is standard practice for that type of item and the store cuts the item in a standard way that would be the same for any customer.** Teams must calculate on their own the size or dimensions of the item needed and request that the material be cut to that size. The intent of this rule is to allow the teams to purchase the appropriate amount of raw material needed for a solution without unnecessary waste. This only applies to materials that are commonly cut to size when purchased. A team may not ask the store to cut the item using a team-created template or sketch or anything else that would require unusual or custom shaping or cutting.
 - c. Raw materials found in other places (such as a team member's home) are not included in this rule, as the team is not purchasing the materials in the same way as it would in a commercial business. For example, if a team member happens to have a large piece of wood at home, and they only need half of it, it is the team's responsibility to cut the wood to the size required.
5. Your Team Manager's job is to smooth the progress of the team by promoting discussion and helping your team gather information and resources. Team Managers may record and write down the team's ideas in idea-generating sessions and may type or write out the team's script ideas **as long as the words and/or ideas recorded are the team's and are not added to or embellished by the Team Manager.** Your Team Manager may facilitate the educational process by helping your team understand what is available and how to get it. Team Managers may not take the lead and make decisions for your team. For example, your Team Manager may help your team figure out what you need to learn in order to solve parts of your Challenge, and s/he can even help gather the resources you would like to use. However, your Team Manager may not direct or lead your team towards a certain kind of information or solution. Your team must always be involved in the process of getting information and resources.
6. Only members of your team may assemble, prepare or repair props, direct your performance, decide how to stage your Presentation, and decide on all other aspects of your Challenge solution. If anyone else helps, it is Interference. Remind your parents and team supporters that you need to work on your props, costumes, directing and staging yourselves!
7. Safety is always paramount for Destination ImagiNation teams. It is not Interference for a Team Manager or parent to point out something to the team that the Team Manager or parent considers unsafe, nor is it Interference to prevent the team from engaging in any unsafe behavior. The team must then figure out what it needs to do to be sure its solution is safe.
8. Internet Safety: The Internet offers a tremendous amount of information and positive educational benefits. The use of the Internet for research also comes with the risk of children being exposed to objectionable content or content more sophisticated than appropriate for their age. Destination ImagiNation expects that children will have adult supervision if they use the Internet as they work to solve their Challenge. It is not Interference for responsible adults

to audit and limit team members' Internet research. Adults can disallow team members from researching or using characters or situations they deem inappropriate for the team members' ages or circumstances. Adults can disallow a team from working on a Challenge the adult deems inappropriate for the age or sophistication level of the team.

9. The reuse of items from prior years' *Team Challenge* solutions or made by team members for other purposes is permitted but these items may not be claimed as original creations made by your team especially for this *Team Challenge* solution. (See "Determining the Value of your Solution" for more information.)
10. Team Managers, parents, teachers and others may help move or store team items. However, Team Managers, parents, teachers and others are **not** responsible for the care of team props, scenery or costumes either before or on the day of the Tournament. Any team item that is accidentally damaged or lost by a team member or non-team member must be repaired or replaced by your team.
11. Anyone MAY help unload, uncrate and move scenery and props to and from the Tournament site(s) and to the Launch Area, depending on the site. Non-team members are also allowed to move any scenery or props that have been left in a high-traffic area or are a safety hazard.
12. At the Tournament, Appraisers and other Tournament Officials will deduct points for Interference. This rule is enforced to keep a level playing field for all participants—in other words, to make sure every team receives every point they have earned—no more, no less. Deductions will be given whether the Interference was intentional or not. Deductions are not given for unintentional Interference caused by an Official.
13. At the Tournament your team MAY NOT involve the audience or the Appraisal team in your performance in any *Team Challenge*, including the Improvisational Challenge (*Mythology Mission*). If you use members of the audience or the Appraisal team in your Presentation, it is like having extra team members because they will add something to your Challenge solution. Your team cannot ask the Appraisal Team how much time is left for its Presentation. In addition, audience members may not communicate with your team in any way. This includes Team Managers and all non-performing team members. However, if a member of the audience who is not a Team Manager or a non-performing team member spontaneously interferes through no fault of the team, the team will not receive a deduction.
14. At the Tournament, playbills, programs and flyers advertising or telling about the team's Presentation may be handed out to Appraisers ONLY during the team's eight-minute Presentation. These materials MAY be handed out to the general public at any time prior to or during the Presentation.
15. Due to potential allergy and health concerns, Appraisers must not be asked to sample food items brought by your team. In addition, your team must not ask Appraisers to wear items such as headphones, glasses, etc. for your team's Presentation.
16. During your Presentation, no one in the audience may signal or communicate with your team. For example, your Team Manager and/or non-performing team members may not signal how much time has elapsed or use hand signals to indicate that you should speak louder.
17. Regarding the use of audio and video technology in a live Presentation, it is the intent of all *Team Challenges* that solutions be presented "live" at the Tournament.
 - a. Video and audio recordings may be used for portions of the Presentation (such as pre-recorded piano playing by a team member), but these recordings are not meant to replace a live performance. If the Appraisal Team thinks that too much of your Presentation has been prerecorded, your team's scores may reflect this.
 - b. Any costumes or props used in the audiotape or video must be included on the *Expense Report*.

Interference: The Declaration of Independence

All teams must fill out and sign the *Declaration of Independence* form and bring two copies of it to each Tournament. **This form is found at the end of the Rules of the Road**, and is also available for download on the Destination ImagiNation, Inc. Web site. An electronic version of this form is also available for team use.

1. The *Declaration of Independence* is your team's sworn statement regarding Interference and your *Team Challenge* and *Instant Challenge* solutions. On this form your team declares **EITHER**:
 - a. That only the team members who are listed have contributed the ideas and created the solution, OR
 - b. The team did receive some help or assistance from a non-team member. In this case, your team will be expected to explain what type of assistance it received. In order to keep the playing field level for all teams, a deduction may be taken that will remove the points your team may have received that it has not earned.
2. All team members who created the solution need to be listed on the form. However, in the case of a team member who is absent or who has withdrawn from the team, it is not necessary that s/he sign the form as long as his/her name is listed on the form.
3. Your team must bring two copies of the *Declaration of Independence* form to EACH Tournament in which you compete. One form will be presented to the Prep Area Appraiser when checking into your *Team Challenge* site and one form will be presented to the Appraiser at your *Instant Challenge* check-in site. An Unsportsmanlike Conduct Deduction will be given if your team refuses to complete and submit the *Declaration of Independence* form when requested by the Prep Area or *Instant Challenge* Appraiser.

Time Limit

1. Each competitive *Team Challenge* Presentation has a Time Limit. The Time Limit means that your entire solution, including the setup of scenery and props, must take place within the stated time. Teams may not go over time, but teams do not need to use all of their allotted time. There is no deduction or loss of points if a team's Presentation is shorter than the Time Limit. Cleanup of your Presentation Site takes place after time is up. This is not counted as part of your Time Limit.
2. Timing will end when your team's Presentation is finished or the Time Limit is up, whichever comes first. Your Presentation will be stopped if your *Team Challenge* Time Limit expires before the end of your Presentation. Once time has begun, your team may not ask that it be stopped and expect it to be started again.

The Team Identification Sign

1. Your team should provide a free-standing Identification Sign (ID Sign) displaying your team's Team Name, School/Organization Name, Team Number, and Level. It needs to be approximately 2ft x 3ft (.61m x .91m) and **cannot be used as a scoring element**.
2. The sign will be used only for the purpose of identifying your team during your Presentation, and will be exempt from cost. Your team will not receive a deduction if you do not provide a sign, but it will help the Appraisers and the audience to know who is performing.

The Presentation Site

1. Unless stated otherwise in the Challenge, a 3-prong AC electrical outlet will be provided at least to the edge of the Presentation Site. Your team must be prepared to provide any extension cords needed if power does not extend onto the site itself.
2. The configuration of the Presentation Site, the type of flooring, and the way your team will enter the site will depend on the site location. Your team should be prepared to begin your Presentation from a left or right stage entrance. Teams should practice setting up from both directions.
3. Your team is required to leave the Presentation Site clean at the end of the Presentation. You must provide your own cleaning materials and leave the site in the same condition in which you found it.

Team Budget and the Expense Report

The Team Budget is the total value of all the materials your team will use in your Presentation, **not necessarily what your team spent to create the solution.** Every team in your Challenge has the same budget. Appraisers will be evaluating your solution to determine whether another team could recreate it for the same “cost.”

1. Each competitive *Team Challenge* except *Mythology Mission* has an assigned budget or expense limit. The total value of your solution may not be more than your *Team Challenge* Budget (in US dollars). Check your *Team Challenge* for your Expense Limit. International teams should use the September 1, 2010 rate of exchange for the US dollar. (See “Determining the Value of your Solution, 8. International Teams” for more information.)
2. **The Expense Report form:** Your team is required to submit a list of items in your solution and their values on the *Expense Report* form (all competitive Challenges except *Mythology Mission*). **This form is found at the end of the Rules of the Road.** It can also be downloaded from the Destination ImagiNation, Inc. Web site. An electronic version of this form is also available for team use. **You need to bring a copy of your Expense Report to EACH Tournament you attend.**
3. Your *Expense Report* should list ONLY the supplies, equipment, props, scenery and costumes that are a part of your team’s Presentation that you bring into the Presentation Site. **It does not include the cost of any equipment or tools used to create your solution, nor does it include portions of materials that were leftover or not used.** Do not include the costs of any prototypes or experimental solutions that your team has designed but does not bring to the Tournament. Also see “Rules of Interference for *Team Challenges*, 4. Acquiring Materials” for additional information.
4. Before your team’s Presentation, you will give the completed *Expense Report* form to the Prep Area Appraiser at your Presentation Site. Your team’s Presentation materials will be checked by the Prep Area Appraiser.
 - a. If the Prep Area Appraiser feels that the solution may be over the allowed budget for your Challenge, s/he will confer with another Tournament Official. If they agree that the materials are over the budget, your team will be allowed to quickly bring your solution into compliance with your allowed budget if the schedule permits.
 - b. If the Expense violation is not found in the Prep Area, your team may receive an Illegal Procedure deduction.

Expense Report Categories

1. **Clothing:** Everything that you wear that is visible to the Appraisers, including costumes, hats, and any item that contributes to the solution of the Challenge, must be included on the *Expense Report* form under *Clothing*.

Exempt clothing:

- a. Destination ImagiNation T-shirts, T-shirts with jeans or plain pants/skirts, and other typical clothing items as long as they do not contribute to the solution in any way.
 - b. Items that are required or used for safety purposes such as helmets, goggles, shoes or protective gloves. Decorations or alterations to safety items must be listed on the *Expense Report* form at their appropriate cost.
 - c. Glasses, hearing aids, casts, etc. that are prescribed or are needed in order for participants to be able to perform as long as they do not contribute to the solution in any way. If these are used as a part of the solution, they must be included on the *Expense Report* form at full price.
 - d. Jewelry and watches as long as they are not used as props or costumes.
2. **Scenery/Equipment:** All scenery and behind-the-scenes materials, including electric and electronic equipment costs, must be included on the *Expense Report* form under *Scenery/Equipment*. Exempt items must remain unaltered. For instance, if a team uses a classroom chair and alters it by drilling holes to attach a device, it must be given a value on the *Expense Report* because it is no longer in original condition.

Exempt scenery/equipment: ONLY the specific items listed here are exempt.

- a. **Audio and visual equipment:** "Boom boxes," CD and tape players, mp3 players, karaoke machines, radios, portable microphones; speakers and amplifiers; projectors and screens; cameras; TVs, VCRs, DVD players; related hardware such as a cart used specifically and only to support the Audio-Visual equipment.
 - b. **Computers and related equipment:** Classroom, laptop, personal digital assistants (PDAs), handheld PCs, home computers and printers; related hardware such as a cart used specifically and only to support the computer; commercially produced and available software, as long as the product resulting from its use is of the team's design. Basic stamps, PLCs, PLCs or Lego Mindstorm® devices are not exempt.
 - c. **Electrical Items:** Extension cords, power strips, Ground Fault Interrupters (GFI's), batteries (except as noted in the Safety Section of *Rules of the Road*). Converters. (See "Electricity, 8.d.")
 - d. **Floor coverings and/or items used for protection** that your team provides to protect the surface of the floor or for the safety of the participants or audience, as long as they do not add to the solution, such as tarpaulins, netting and padded gymnastic mats.
 - e. **Furniture:** Standard classroom desks, tables, folding tables, stools and chairs.
 - f. **Musical instruments:** Commercially made musical instruments and music and instrument stands (used ONLY for the purpose of holding the music or the instrument.)
 - g. **Safety equipment:** Items used only for safety such as helmets, goggles, etc.
3. **Props:** All large and small items that are brought into the Presentation Site during your Time Limit must be listed on the *Expense Report* form under *Props*. This even includes items used to transport heavy props such as a cart or dolly, whether or not they are actually used in the Presentation. In other words, if the team needs equipment to move props into place from the Launch Area to the Presentation Site for the Presentation, those items must be included on the *Expense Report* under *Props*.
 4. **Common Supplies:** Bulk items such as nails, staples, tape, marker, glitter, etc. may be listed under *Common Supplies* and assigned one cost. If your team buys an item, such as paint, and only uses a fraction of the item, estimate the cost of the portion used in your solution.
 5. **Trash:** Items in this category would include true discards such as cardboard boxes, empty containers, newspapers, or cardboard tubes, but NOT items that are used but functional, such as hardware (casters or pulleys, for example), items of clothing used to create costumes, automobile tires, old but functioning appliances, etc. These should be listed at a "yard sale" or "garage sale" price. See "Determining the Value of your Solution, 3. Used" for more information.

Determining the Value of your Solution

Every item you use in your Presentation must be listed on the *Expense Report* form. At each Tournament, keep copies of your receipts with your paperwork in case you are asked to show how you arrived at your team's *Expense Report* figures. See "Rules of Interference for *Team Challenges*, 4. Acquiring Materials" for important information.

1. **Sales Tax and Shipping:** Do not count sales tax or shipping costs in the value listed on your *Expense Report* form.
2. **New:** Items bought specifically for your solution should be listed at the purchase price. Many supplies used to build your scenery will be new – or unused – such as PVC pipe, foam core, sheet cardboard, poster board, butcher paper, etc. **These should be listed at their "new" purchase price even if they were donated to your team.** Remember, the *Expense Report* details not what your team actually spends, but rather what it would cost for another team to reproduce your solution. If you only use a part of an item, you may estimate the value of the part you actually used in your solution.
3. **Used:** Many of your props and costumes will be made up of recycled or loaned items. These items were previously purchased and used and no longer hold their original value. Your team may assign a fair "yard sale" or "garage sale" price for these items. Costume pieces such as hats, neckties, or ball gowns; electrical items such as old lamps or fans; and hardware components such as casters and pulleys are examples of the types of items that might fit this category. Teams are expected to place a realistic value on these items.
4. **Reusing Team-Created Items:** The reuse of items from prior years' *Team Challenge* solutions is permitted but will be treated in the same manner as other non-original items used in the performance, such as rented or purchased costumes.
5. **One-day Rental:** Some equipment and costumes that your team uses may not be brand new but still have significant value—such as electric motors and compressors or some commercially made costumes. For these items, your team may research and assign a "one-day" rental value. For example, if a team member's wheelchair contributes to the solution, it would need to be assigned a one-day rental value.
6. **Common Supplies:** Supplies used in bulk such as glitter, staples, markers, nails, etc. might not be used up entirely. Your team should keep the receipts for these items in order to estimate the cost of the portions used and the total cost of common supplies used.
7. **Trash:** Discarded items valued under \$1.00 US do not need to be assigned a value but should be listed under *Trash Supplies Used*. Teams may not take advantage of this rule by claiming that any and all discarded items have a value of less than \$1.00 US! True discards such as newspaper, aluminum cans, cardboard boxes and rags do not have any value to most people but should be listed on the form since these items are part of your solution.
8. **International Teams:** Because exchange rates, import/export issues, and the supply of materials vary widely from country to country, teams that operate outside the United States are required to utilize the exchange rate of their local currency to the US Dollar as of September 1, 2010 to determine the value of their solution materials. There are many different currency exchange calculators available on the Internet. Exchange rates will need to be noted on the *Expense Report* from non-US teams.

Safety

Teams are encouraged to be creative and take risks, but that does not mean you may put yourself, your team, Tournament Officials or the audience in danger. It is your team's responsibility to design a safe solution that will not damage the Presentation Site, personal property, or your team meeting site.

1. The solution to your Challenge must be in compliance with the guidelines below. Your team may be asked to demonstrate that your solution to this Challenge is safe and will not pose a hazard to the audience, members of the Appraisal Team, or the site. **The Appraisal Team may stop a Presentation at any time if they feel that a solution poses a safety risk.** The team may or may not be allowed to resume its Presentation, depending on the situation.
2. If Tournament Officials find a portion of your solution to be hazardous or not in compliance with the guidelines before your Presentation, you may be asked to make necessary alterations or eliminate that portion from your Presentation.
3. Officials may deny your team's participation if any part of your solution is found to be damaging or unsafe. Officials will stop Presentations that are unsafe or that are damaging property and point deductions may be assessed.
4. All decisions made by Tournament Officials regarding safety and/or property damage are final.
5. If your Tournament Director feels that a site's limitations may result in a safety or damage issue (e.g., chandeliers are hung too close to the performance area), a **Site-Specific Restriction** may be placed on the teams performing there. Whenever possible, the Tournament Director will inform registered teams of Site-Specific Restrictions in advance of the Tournament.

Safety Guidelines and Restrictions

1. **Foot coverings:** All team members must wear shoes or foot coverings with reasonably impenetrable soles at all times. This is to protect performing team members from any undetected debris that may be on the floor. A team member who loses a foot covering during the Presentation may continue his/her portion of the performance only after the foot covering is replaced. Appraisers may assist the team member in retrieving the foot covering but not in replacing it on the foot. The remaining team members may continue to perform.
 2. **Safety Gear:** Some *Team Challenges* may have specific safety requirements such as eye protection (goggles) or skin protection (rubber gloves). Read your *Team Challenge* carefully and fulfill any such requirements.
 3. **Lasers and Lights:** Your team may not use lasers or laser pointers. Your team may not use any type of light or scanner that produces a high-intensity beam of light which may be of danger to eyes. Depending on the *Team Challenge* you have chosen and the Presentation Site, your team may or may not be allowed to turn the lights off during your performance. **It is the team's responsibility to find out from the Tournament Director prior to the Tournament if there are any Site-Specific Restrictions regarding the operation of the lights.**
 4. **Helium balloons** are allowed but must be in the team's control at all times. Your team is responsible for retrieving any stray balloons and will be held financially responsible for any damage that may occur as a result of using helium. Your team must be aware that **some Affiliates and Tournament sites prohibit the use of helium balloons. It is the team's responsibility to find out from the Tournament Director prior to the Tournament if there are any Site-Specific Restrictions on the use of this item.**
-
5. **Aerosol-Propelled Paint: Spraying a commercial spray paint or any aerosol-propelled paint is not allowed in any Tournament building or Challenge Site because of harmful fumes and the potential drifting of the paint in the air.**
-
6. **Fire, Smoke, and Dry Ice Issues:**
 - a. Your team may NOT use devices or substances that produce an open flame or extreme heat or cold. Extreme heat or cold is defined as "temperatures that can cause damage to bare skin." These devices or substances are NOT allowed: lit candles, caps, combustion engines, fire extinguishers, fires, fireworks of all types, flammable fuels, "party poppers," smoke bombs, sparklers or substances that explode in any way.
 - b. Smoke or fog machines are not allowed.
 - c. **Dry Ice:** Your team MAY use dry ice but it must be handled with gloves or tongs and it must be disposed of safely. Your team is responsible for any damage that may occur as a result of the use of dry ice. HOWEVER: Your

team must be aware that some Tournament sites prohibit the use of dry ice. **It is the team's responsibility to find out from the Tournament Director prior to the Tournament if there are any Site-Specific Restrictions on the use of this item.**

7. **Animals:** No live animals may be used in any part of your solution.
8. **Use of Electricity:** The intent of this section is to describe restrictions in the use of electricity such that team solutions are safe. Team Managers must certify on the *Declaration of Independence* that all team-designed electrical solutions will cause no harm to team members, the audience or the site. As stated in Safety #3, Tournament Officials have the right to stop or prevent your team from presenting a solution that they feel poses a safety risk.
 - a. There are many sources available for learning about the use of electricity. Your local library and the World Wide Web are among them.
 - b. Teams' Challenge solutions may use either AC or DC power. Restrictions on each type of power source are listed below.
 - c. All electrical devices used in your solution must be safely wired with the appropriate gauge of wire, and insulated against possible shock and fire.
 - d. Teams must be prepared to use the electrical power that is available at the Tournament. Converters that are necessary to enable teams to use the power available at the Tournament will be team-provided. They are exempt from cost.
 - e. **Use of Batteries:**
 - i. Only unmodified commercially available batteries are allowed.
 - ii. Any battery that can spill liquids or materials (such as electrolytes, acid, lead shavings, etc.) when tipped is prohibited. For example, any battery that has a removable cell vent cap to check or add liquid is prohibited.
 - iii. Batteries may be connected in parallel or series.
 - f. **Circuits that use Direct Current (DC)** – (typically powered by batteries)
 - i. DC voltage cannot exceed 28VDC between any 2 exposed points in a circuit. Based on the resistance of the human body, this restriction ensures a team member touching the circuit will not be harmed.
 - ii. Current-limiting devices such as fuses or circuit breakers are required when a DC circuit will draw more than 10 Amps. Such a device must be placed between the power source and devices using the power.
 - g. **Circuits that use Alternating Current (AC)** – (typically powered by a wall socket)
 - i. For any exposed connection, AC voltage cannot exceed the standard voltage of the country in which the team is competing (for example, 120VAC in the US).
 - ii. A Ground-Fault Interrupter (GFI) is required for all team-created or modified circuits.
 - iii. A Ground-Fault Interrupter (GFI) is required for all solutions drawing more than 1000 watts of power. Power draw can be found in the instructions of a purchased device or can be calculated by multiplying the Voltage and the Current together.
[watts = amperes x volts]
 - iv. GFIs are exempt from cost.
9. **MSDS Sheet:** Teams should be prepared to produce a *Material Safety Data Sheet* (MSDS) showing that items or chemicals they wish to use are safe.
 - a. If team members wish to combine items or chemicals, the Team Manager must certify on the *Declaration of Independence* that the combined use of these items or chemicals is safe and will cause no harm to team members, the audience or the site.
 - b. Even if items or chemicals have this assurance, they may not be used if the Appraisers determine that they will be used in an unsafe manner or may cause harm to team members, the audience or the site.
 - c. Product manufacturers provide MSDS sheets. Team Managers should remind team members they must request a MSDS at the time of purchase of a product. Good MSDS information can be found at: <http://www.ilpi.com/msds/faq/parta.html#where>
10. **Firearms, weapons and violence:** Destination ImagiNation, Inc. does not endorse or support *Team* or *Instant Challenge* solutions that contain gratuitous violence and/or the gratuitous use of any violent weapons. However, in

recognition of the fact that themes of war, crime and the like can be handled by teams in moving and responsible ways, the following guideline is to be followed:

- a. If a team needs to depict a weapon in its *Team* or *Instant Challenge* solution, the weapon must be team-created and/or obviously benign.
- b. Paintball guns, BB guns, air rifles and the like are NOT ALLOWED at Destination ImagiNation Tournaments.
- c. Teams must be aware that many school buildings used for Tournament sites have a “zero tolerance” policy regarding any and all weapons, benign or otherwise. **It is the team’s responsibility to find out from the Tournament Director prior to the Tournament if there are any Site-Specific Restrictions on the use of these items.**

Copyrights and Trademarks

One of the main objectives of the Destination ImagiNation Program is for teams to develop their own ideas and to create original materials, music, characters, etc.

1. It is illegal to use or reproduce copyrighted or trademarked materials without the owner’s permission. Destination ImagiNation, Inc. grants current Team Number holders the use of the Destination ImagiNation name and logo in *Team Challenge* solutions.
2. It is the responsibility of the Team Manager and/or the School/Organization to help team members determine if any of the materials it wishes to use are copyrighted and, if so, how to obtain permission to use those materials. **Questions about the use of copyrighted and trademarked materials will not be answered through the Clarification process.** It is not Interference for a Team Manager or other resource person to help a team find out if materials are copyrighted or trademarked so the team can obtain permission, if necessary. Your team can be prosecuted by copyright or trademark holders if you are found in violation of copyright or trademark laws.
3. The law allows parodying of music and public figures without specific permission. For the purposes of Destination ImagiNation, *parody* is defined as “a piece of writing or music that imitates another in a humorous or satirical way.” This means that if your Presentation includes a famous copyright-protected character, it should be clear to the Appraisers that you are intentionally poking fun at that character.
4. Remember that use of copyrighted materials or trademarked products is not considered to be as creative as original ideas, characters and materials. Although a team **will not receive a deduction**, teams with non-original material such as well-known music, poetry, products and characters might receive fewer points than teams with original team creations.
5. *Instant Challenge* performances are exempt from copyright issues because of the improvisational nature of these Challenges.

Clarifications

If you have questions about your Challenge or the Rules: You might not be sure whether you understand something about your *Team Challenge* or the Rules. When you have a question and you can’t find the answer in the Challenge or the *Rules of the Road*, it’s time to ask for a Clarification. A **Clarification** is a statement that explains the boundaries of a stated rule or *Team Challenge* requirement. Questions asked by your team are answered by the International Challenge Masters (ICMs) who are in charge of each *Team Challenge*. The answers to your questions are called Clarifications.

Team Clarifications

1. Your team may ask questions of the International Challenge Masters (ICMs) for your *Team Challenge*. The ICMs will answer your team’s questions and send them directly back to you. The question and answer **will not be shared with any other team**.
2. The ICMs will not answer any questions that ask them to validate a specific team solution. For example, if your team describes your specific device and asks whether it is “legal,” the ICMs will tell you that you must look at the Challenge and the *Rules of the Road* and decide for yourselves whether your solution falls within the rules. This is because it is impossible, without actually seeing a team solution, to determine whether every aspect of the solution falls within

the Challenge or general rules. Because the ICMs are not able to see and experience the potential solution, they will not approve specific solutions in advance in the Clarification system.

3. Your team should feel free to write for Clarifications to your most important questions. However, your team should prioritize your questions carefully since **your team may only ask a total of ten Clarification questions. Teams may only ask ONE question per Clarification request.**
4. **The deadline for requesting Clarifications is February 15, 2011.** NO CLARIFICATION QUESTIONS WILL BE ACCEPTED AFTER THAT DATE.
5. It is your team's responsibility to bring any Team Clarifications you receive to each Tournament to make sure that Appraisers are aware of the answer to your question(s).

Published Clarifications

When the International Challenge Masters feel there is an issue about a *Team Challenge* or the *Rules of the Road* that all teams should know about, they write a *Published Clarification*. These *Published Clarifications* are posted by *Team Challenge* on the Destination ImagiNation, Inc. Web site at www.IDODI.org.

What Takes Precedence?

Sometimes it seems like a rule or requirement in a *Team Challenge*, a Clarification, or the *Rules of the Road* conflicts with something in one of those other documents. Which document would take precedence? In general:

The *Rules of the Road* states general rules applicable to all Challenges.

BUT:

A *Team Challenge* may have a special requirement that supersedes the *Rules of the Road*. (For example, even though the *Rules of the Road* states that batteries are allowed, a specific Challenge may prohibit any use of electricity, making batteries of all kinds illegal for that Challenge. In that case, the *Team Challenge* takes precedence.)

HOWEVER:

A *Published Clarification* supersedes the *Rules of the Road* and the *Team Challenge*, as well as a *Team Clarification*. This is why it is important to check the Clarification Web site frequently throughout the time leading up to your Tournament.

How to Get an Answer to Your Question

There are two ways for your team to get answers to your questions: By using the Internet and by traditional postal mail. When writing for Clarifications, you must give your School/Organization name and Team Number, your *Team Challenge*, and your city and state/province/country. The International Challenge Masters will not answer your questions if you do not provide this information.

Clarifications by Internet:

1. Go to www.IDODI.org to ask Team Clarification questions Online.
2. First check to see whether your question has already been answered in the *Published Clarifications*. If it has not been answered there, follow the instructions to ask your Team Clarification question. Most of the time you will receive an answer within a week. Sometimes a team asks a question that requires research or the necessity to confer on the part of the ICMs. These questions will take more time to answer. Be assured that the ICMs are working as quickly as they can, but they want to be sure the answer to your question is accurate, so please be patient. If you do not receive an answer via email after a week, send the question again and note "2nd Request" in your message.

Clarifications by Mail:

If you do not have access to the Internet, you may write for Clarifications by mail. Fill out an official 2010-11 Clarification Form. This form can be found at the end of *Rules of the Road*. Send it along with a **self-addressed stamped envelope** to: Challenge Clarification, Destination ImagiNation, Inc., 1111 South Union Ave., Cherry Hill, NJ 08002 USA. You should receive your answer within two weeks.

Instant Challenge

What is Instant Challenge?

At your Tournament, your team will be scheduled to do an *Instant Challenge* in addition to your *Team Challenge*. *Instant Challenges* are secret until the day of the Tournament, so your team will not know anything about the specific *Instant Challenge* it will be asked to solve until you are escorted to your *Instant Challenge* competition room.

The *Instant Challenge* portion of the competition is usually between five and ten minutes in duration, and is worth a total possible score of 100 points. Although each *Instant Challenge* has different requirements, all *Instant Challenges* reward teams for Teamwork and the uniqueness and creativity of the team's solution.

Types of Instant Challenges

Instant Challenges can be loosely divided into two types, Performance-Based and Task-Based. However, **many Instant Challenges are a blend of these two basic types**. You will not know which type of *Instant Challenge* your team will receive until you enter the competition room.

1. **Performance-Based:** The focus of a Performance-Based *Instant Challenge* is on your team working together to create and perform a theatrically-oriented solution for the Appraisers. In this type of Challenge you will be scored on the creativity of your performance, your presentation and/or use of materials, along with teamwork. Your team may be asked to use words, language, conversation and/or dramatic characterizations to solve the Challenge, or the solution may be non-verbal. Your teams may be given real or imaginary materials to use for their solutions. Your teams may or may not be given time to practice their solutions before presenting to the Appraisers.
2. **Task-Based:** The focus of a Task-Based *Instant Challenge* is on your team working together to move, build, change or protect materials in order to complete a task. Your team may also be asked to communicate information. Teams will be scored on how well team members work together to design the solution, on the creativity of their final project, and on their success in completing the task. Team members may or may not be allowed to talk during the Challenge.

Sample *Instant Challenges* can be found in the *Instant Challenge Practice Set* that is part of your 2010-11 *Team Program Materials*. Books and CDs of *Instant Challenges* can be found at the ShopDI Web site (www.ShopDI.org).

Rules for Instant Challenge

1. **Every team competing in your Team Challenge at your Competition Level at your Tournament will solve the same Instant Challenge and be evaluated by the same team of Appraisers.**
2. A minimum of two team members must participate in the *Instant Challenge*.
 - a. Destination ImagiNation encourages all team members to participate in the *Instant Challenge*. *Instant Challenges* are designed to be solved by up to seven team members; it is NOT to your team's advantage to use fewer members than are on your team.
 - b. Teams must make a decision about which team members will be participating before being taken to the competition room. Your team will NOT be told anything about the *Instant Challenge*, including what kind of *Instant Challenge* they will be given, before you make this decision.
3. One Team Manager, preferably the Team Manager of Record, may accompany your team to the *Instant Challenge* competition room, but that Team Manager may not advise, signal or communicate with your team or the Appraisers during the *Instant Challenge* competition.
 - a. The decision of whether or not your Team Manager will accompany your team to the *Instant Challenge* competition room is made by the members of your team before you enter the room.

- b. Assistant Team Managers under the age of 18 may NOT accompany the team into the *Instant Challenge* competition room.
4. Your team may not reveal the Challenge or any part of your *Instant Challenge* solution after you have finished your *Instant Challenge* because it would not be fair if other teams know anything about the Challenge before they are given that same *Instant Challenge*. For this reason, **you may not talk about any part of your *Instant Challenge* or your solution to anyone except your team and Team Manager(s) until after Global Finals (held in late May of 2011).**
5. If you DO need to discuss the *Instant Challenge* with your teammates and Team Managers, you must do it in a private place away from everyone else, including your own parents and supporters. **If team members and/or Team Managers are overheard or caught sharing any part of your *Instant Challenge* with anyone, your team will be disqualified from the Tournament.**
6. During your *Instant Challenge* time:
 - a. Your team MAY bring timing devices into the *Instant Challenge* room and use them, as long as the devices don't beep or make noise.
 - b. Your team may not use any items in your *Instant Challenge* other than items provided by the *Instant Challenge* officials.
 - c. If you or your team members have questions about your *Instant Challenge*, you are welcome to ask them, but you may only do this once Time has begun. There will usually NOT be a period of time set aside specifically for questions.
 - d. Your team MAY ask the Timekeeper how much time is remaining in any part of an *Instant Challenge*, unless the *Instant Challenge* says otherwise.
 - e. Your team MAY NOT alter taped or marked areas in any way unless the *Instant Challenge* says otherwise.
7. If the Appraisers feel that your team is working under an obvious misconception, they will attempt to clarify the Challenge without aiding in the solution.
8. Your Team Manager and any team member who chooses not to participate will be seated out of the way where they may observe your team working on the solution. See "Rules of Interference for *Instant Challenge*" below for more information.
9. Evaluation of the *Instant Challenge* is subjective and may not be appealed. If concerns arise that are procedural in nature, the Team Manager may address them with the *Instant Challenge* Master or the Tournament Director.

Rules of Interference for *Instant Challenge*

1. **You, your teammates and Team Manager(s) may not discuss your particular *Instant Challenge* in public until after Global Finals. If a Tournament Official discovers that your team has been discussing your *Instant Challenge*, your team will be immediately disqualified from the Tournament.** Such disqualification can occur after the Tournament, and may prevent your team from advancing to the next level of competition.
2. During the *Instant Challenge*:
 - a. Your Team Manager and any non-participating team members may not signal, advise or communicate with you in any way or it will be considered Interference, and a deduction may be assessed.
 - b. Your team and the Team Manager must turn off all electronic devices you/they may have, such as cell phones, beepers, pagers, etc. Failure to do this may result in a deduction for Interference.
3. To protect the secrecy of the *Instant Challenge*, your Team Manager may NOT photograph or videotape any portion of the team's *Instant Challenge* competition. Your Team Manager may not take notes during your team's *Instant Challenge*.
4. Your team (including your Team Manager) may not take scrap paper, notes or copies of the *Instant Challenge* out of the room with them at the end of your *Instant Challenge* competition.
5. If a team accidentally learns about its *Instant Challenge*, the team should talk to the Tournament *Instant Challenge* Master prior to competing. In such cases, the team will usually be allowed to compete in the *Instant Challenge* portion of the competition. However, if the team's score on the *Instant Challenge* places the team in a position that advances them to the next level of competition, a tie may be declared with the team ranking just below them. In this situation, the team that shared information about the *Instant Challenge* would normally be disqualified.

Instant Challenge Scores

Unlike the scores for the *Team Challenges*, teams will not receive Raw Scores for *Instant Challenge* until after the Awards Ceremony. **Only the total raw and adjusted scores will be released to the team at that time.**

Deductions and Appeals

1. Teams may receive a deduction in *Instant Challenge* if any team member or the Team Manager is found to have interfered with the Challenge, as described above. The size of the deduction will be determined by the *Instant Challenge* Appraisers in the competition room, in consultation with the Tournament *Instant Challenge* Master.
2. Since the same *Instant Challenges* are used by all Affiliates, with varying Tournament dates, it is particularly important that the team not share any information about their *Instant Challenge* until after Global Finals, particularly over the Internet. Teams who are overheard or are found to have shared their *Instant Challenge* prior to the end of Global Finals will be disqualified and will not be allowed to compete further in any Destination ImagiNation Tournament during the current program year. The decision to disqualify a team is made by the Tournament *Instant Challenge* Master where the *Instant Challenge* competition took place, in consultation with the Tournament Director and the Affiliate Director.
3. Should there be a question concerning the administration of *Instant Challenge*, these questions should first be addressed to the *Instant Challenge* Master for that given Tournament.

Destination ImagiNation Tournament Procedural Rules

Please note: Passages with lines above and below reflect a change from last year's *Rules of the Road*.

Registration for Tournaments

You must register for each Tournament your team will attend. After you have purchased your Destination ImagiNation Team Number, you must THEN register for your sanctioned Tournament.

1. Your Program Coordinator or Team Manager will receive instructions for registering your team for the Tournament soon after your team/school/organization has purchased a Team Number. If your Team Manager or your Coordinator does not receive this information, ask your Affiliate Director for the contact person in your Region, state, province or country who can provide this information. A full list of Affiliate Directors is posted on the Destination ImagiNation, Inc. Web site at www.IDODI.org.
2. Registration procedures can vary from Affiliate to Affiliate and Region to Region. Some Tournaments require a Tournament registration fee and some do not. It is important to know the registration procedures for the Tournament for which your team is registering. **The purchase of a Destination ImagiNation, Inc. Team Number does not cover the Tournament fee.** Most Affiliates charge Affiliate/Regional fees and/or Tournament fees that cover the cost of local administrative costs, training, Tournament supplies, etc.
3. **Your Tournament Director cannot schedule your team** until s/he has received your team's completed Tournament registration information. Most Destination ImagiNation Tournaments are not able to accommodate unscheduled teams who arrive on Tournament day.

Scheduling of Team Challenge and Instant Challenge

Your Presentation Schedule

1. After registering your team for the Tournament, your Team Manager will receive Tournament information. Included in that information will be a schedule confirming your Presentation times for the *Instant Challenge* and *Team Challenge*. You should receive this at least one week prior to your Tournament. If you don't receive your Presentation times and information by this time, call your Tournament Director.
2. Your team will be scheduled for two separate Presentation times: *Team Challenge* Presentation and *Instant Challenge*. In most cases your Tournament Director will not be able to guarantee whether your *Team* or *Instant Challenge* will be scheduled to occur first on that day.

3. Follow your Tournament Director's instructions for your team's check-in and Presentation as outlined in your schedule confirmation, and allow plenty of time. Your Tournament Director will provide instructions about when and where to report for Structure Check-In if you are presenting in the Structural *Team Challenge*. For all other *Team Challenges*, plan to arrive at your earliest scheduled Presentation Site **a minimum of 20 minutes** before your scheduled time.

Standard Tournament Procedures

Team Challenge Procedures

1. For all *Team Challenges* your team will check in with the Prep Area Appraiser **at least** fifteen minutes prior to your team's scheduled *Team Challenge* Presentation time. The Prep Area Appraiser will greet you in a friendly way and then go through a Checklist with your team. The Checklist includes things like taking your team's required paperwork, checking your team's solution for safety issues, and making sure your team has everything needed for your Presentation. Depending on your site, the Prep Area Appraiser may do this before or after he/she takes you to the Launch Area.

If your team is presenting in a language other than the primary language of the Tournament, you must provide three (3) copies of your script in the language of the Tournament.

2. Just prior to your Presentation, the Prep Area Appraiser will take your team to the "Launch Area." The Launch Area is the part of the Presentation Site where your team will stay until your Presentation time begins. At this time a Tournament Official will ask your Team Manager to be seated in the audience. In the Launch Area, the Prep Area Appraiser will show you the Presentation Site and then introduce your team to the Timekeeper. The Timekeeper will introduce your team to the audience and the Appraisers.
3. The Improvisational Challenge, *Mythology Mission*, has a different procedure before the Presentation begins. Please follow the procedure that is explained in the Challenge.
4. Next the Timekeeper will say, "You may begin." All team members participating in the *Team Challenge* Presentation must be in the Launch Area at this time. Your team may then move your scenery and props to the Presentation Site and begin. Setting up your props and scenery is part of your Presentation time. If your team is still performing when time is up, the Timekeeper will call "Time" and you must stop performing. (See "Time Limit" section for more information.)
5. After you finish your Presentation, the Appraisers will talk to your team. They will ask you questions about your creations and admire all of your hard work. After they have spent a few minutes with you, your team must remove all of your things from the Presentation Site. Your Team Manager, parents and supporters may help with this. Your team is responsible for leaving the Presentation Site clean and ready for the next team's Presentation.
6. Check with your Head Appraiser to see when your Team Representative and/or Team Manager may pick up your Raw Scores. (See "Scoring" section for information.)

Instant Challenge Procedures

1. Your team should report to the *Instant Challenge* Check-In Appraiser fifteen minutes prior to your scheduled *Instant Challenge* performance time. Bring one copy of your *Declaration of Independence* form. After checking in, your team will be asked to wait in a Holding Area until one of the *Instant Challenge* Appraisers arrives to escort you to your competition room.
2. Before your team is presented with your *Instant Challenge*, you will be asked to make the solemn promise below. This may happen when you check in at *Instant Challenge*, while you are in the Holding Area, or when you are in the competition room. You will be asked to make this promise:
"We promise not to talk about the *Instant Challenge* or what we did in our solution UNTIL AFTER GLOBAL FINALS. If we are heard or are found to have shared this Challenge with anyone, we will be disqualified from the Tournament. However, we can talk about it privately among our team and Team Manager(s)."

3. When the Appraiser calls for your team, it is important to make sure that the Appraiser is looking for YOUR team doing YOUR *Team Challenge* at YOUR competition Level! Your team and one Team Manager will follow the Appraiser to the *Instant Challenge* competition room where you will wait for further instructions. Assistant Team Managers under the age of 18 may **NOT** accompany your team into the competition room. Before you enter the *Instant Challenge* competition room, your team must decide who will compete in the *Instant Challenge* and whether or not your Team Manager will come in with you. Non-participating team members may choose whether or not to accompany your team.

4. Once you have arrived in your competition room, an Appraiser will read: "Welcome to the Instant Challenge portion of our Tournament! Anything is possible here, and you will have the opportunity to **use the creative problem solving tools** you have learned. For every team who is competing in your *Team Challenge* at your competition Level, we will be presenting this *Instant Challenge* today."

5. Your Team Manager and any team members who choose not to participate will be seated out of the competition area before any information regarding the Challenge is given. Your Team Manager must turn off all electronic devices at this time.
6. You will then be given your *Instant Challenge* instructions and told to begin. Your team will receive a copy of your *Instant Challenge* so that you can read along when the Appraisers are reading the Challenge to you. You will be allowed to keep this copy as you work on the Challenge, but you cannot take it out of the room when your Challenge is finished.
7. When time ends, an Appraiser will call "Time!" and your team must stop working on your solution. Keep in mind that many Challenges have more than one timed segment (i.e. Part One, Part Two, etc.). **Continuing to work on any part after time has been called may prevent your team from receiving score in that segment of the Challenge and may prevent your team from moving on to the next part of the Challenge.** At the end of the Challenge, your team will be reminded to not discuss or talk about the *Instant Challenge* with anyone other than your team, and to only discuss it with your team if you can do so in a private place.
8. At some Tournaments, your team will then be taken to a "Chill Out" area where you can freely discuss the Challenge among yourselves before leaving the *Instant Challenge* area. If a Chill Out area is available for your team to use at your Tournament, your team MAY use it, but you do not HAVE to use it. At the Global Finals Tournament, Team Managers are not permitted to accompany the team into the Chill Out area.
9. Your team will be escorted out of the *Instant Challenge* area by an *Instant Challenge* Appraiser. You will not receive your *Instant Challenge* score until after the Tournament Closing Ceremony.
10. At many Tournaments, Rising Stars! teams participate in an *Instant Challenge* activity. In addition to the Team Manager(s), at least one parent per team member may accompany the team into the *Instant Challenge* room to watch the Challenge. Since the Rising Stars! *Instant Challenge* is non-competitive and will not be scored, the *Instant Challenge* "Promise" (see *Instant Challenge* Procedures, #2) does not need to be administered to the team.

Moving Scenery and Props

1. Make sure your Presentation materials will fit through the opening of a standard doorway, approximately 30in x 76in (0.76m x 1.93m). In addition, keep in mind that not all Tournament sites will have "standard" sized doorways, especially in older buildings. Tournament Directors cannot guarantee floor space beyond the dimensions outlined in the *Team Challenge* and cannot guarantee ceiling space above 7.5ft (2.29m) high. Your team should be prepared for this possibility.
2. Once the team's scenery and props are in the Launch Area, only team members may touch them and/or move them into the Presentation Site.
3. Teams may complete assembly of props and scenery in the Launch Area as long as this activity does not interfere with another team's Presentation or delay the Tournament schedule. When the Appraisers signal that they are ready to watch the team's Presentation, the team must stop assembly when directed by the Prep Area Appraiser or other Tournament Official. Once the Presentation begins, teams may continue assembly if necessary.

Conduct and Concerns at Tournaments

Destination ImagiNation Tournaments are family-friendly celebrations of creativity. In keeping with this spirit, we ask teams, Team Managers, Tournament Officials and supporters to respect the following guidelines:

1. Team members must be clothed appropriately at all times. Nudity and revealing clothing are not acceptable at any time, including during Presentations.
2. Profanity and vulgarity are unacceptable throughout the Tournament. Tournament Officials, team members, Team Managers and supporters are expected to exhibit exemplary behavior and be role models to participants.
3. Issues of questionable taste regarding solutions to *Team Challenges* will not be addressed through the Clarification process. Teams should use good judgment and remember that all performances should be appropriate for all audiences.

Destination ImagiNation is a program whose mission it is to teach creativity, problem solving and teamwork. In the service of that end we ask our participants to “think outside of the box” and to “stretch the envelope,” and in so doing to take conceptual risks. Because of that there are, from time to time, solutions that involve subject matter and points of view that may be controversial or even offensive to some. We do ask that our teams consider the sensitivity of the audience, which can be assumed to be both diverse and of all ages, and we also ask the audience to understand that there will sometimes be solutions that they find challenging. If those solutions do not exhibit obvious and intentional poor taste or insensitivity, we must support the right of a team to make such choices. Audience members who find content in a team’s performance objectionable are free to leave the performance site at any time. They should try to keep in mind that the Appraisers will see the same content, and that teams may occasionally make mistakes as they sometimes push the limits of what they consider to be acceptable.

4. Trying to learn the scores of other teams in your Challenge prior to the end of the Tournament is Unsportsmanlike Conduct unless all parties choose to share this information willingly. Teams and Team Managers are not required to share their scores with anybody prior to the end of the Tournament day.

Scoring

Types of Scores

Appraisers are asked to evaluate the requirements of your *Instant Challenge* and *Team Challenge*. There are three kinds of scores that might be given: **Objective**, **Subjective** and **Zero**.

1. **Objective scores** are based on whether a Challenge requirement was or wasn’t met. Objectively scored items are awarded full point value if the required element occurs. For example, in your Challenge you might earn five points if your device turns on a light. This either happens or it doesn’t, and every Appraiser will agree on your score for this requirement.
2. **Subjective scores** are based on the Appraisers’ opinions as to how well or how creatively your team fulfilled a Challenge requirement. For example, if 30 points are possible for the humor in the words to an original song, Appraisers may have very different opinions on what they feel is funny. One Appraiser may think it is amusing and give it 20 points. Another Appraiser may feel that it is really funny and give it 25 points. The scores they award depend on their own personal taste. The scores are then averaged to a final score of 22.5 points for that item. If you present a required element, the minimum score you will receive is 1 point. On the other hand, if you do not present the requirement at all, you will receive a zero for that item.
3. **Zero Scores:** If a required action does not take place during the Time Limit of the performance, or if a required element is missing or does not appear during the Time Limit, your team cannot be scored on that item. In that case, your team will receive a zero for that requirement from all of the Appraisers.

Raw Scores

The points awarded by the Appraisers are called **Raw Scores**. Raw Scores are calculated and reported in three sections: *Central Challenge*, *Side Trips* and *Instant Challenge*. Below is an example of teams competing in a possible Tournament. Imagine that these teams are competing in the same *Team Challenge* at the same Competition Level.

Sample Raw Scores

Team	Central Challenge Raw Score (240 Possible)	Subtract Central Challenge Deduction	Total Central Challenge Raw Score	Side Trip Raw Score (60 Possible)	Subtract Side Trip Deduction	Total Side Trip Raw Score	Instant Challenge Raw Score (100 Possible)	Subtract Instant Challenge Deduction	Total Instant Challenge Raw Score
A	183		183	37	0	37	52	0	52
B	195	-20	175	54	0	54	61	0	61
C	162		162	51	0	51	75	0	75

According to the Appraisers in the above example, Team B had the strongest *Central Challenge* score and Team B also earned the most *Side Trip* points, and Team C clearly achieved the top score in the *Instant Challenge* component.

Can you tell which team won the first-place trophy?

First of all, deductions are subtracted from the appropriate Raw Score. So in this example, a 20-point deduction must be removed from Team B's Raw Score of 195, leaving **175** as the team's total *Central Challenge* Raw Score. This means that Team A actually received the highest *Central Challenge* Raw Score with **183** points. There were no deductions for any team in *Side Trip* or *Instant Challenge*.

Scaled Scores

Once Raw Scores for every team have been compiled, the scores are scaled. This means that the team with the highest total Raw Score in each area is given the total possible points for that area. This sets the curve for all of the other scores.

All other teams then receive a scaled score based on comparing their Raw Score to the top Raw Score.

Using the sample Raw Scores in the table above, the scores are scaled in the following table. The high score in each column is in bold. Scores are calculated to three decimal places and rounded back to two decimal places.

Sample Scaled Scores

Team	Total Central Challenge Raw Score (240 Possible)	Scaled Central Challenge Score	Total Side Trip Raw Score (60 Possible)	Scaled Side Trip Score	Instant Challenge Raw Score (100 Possible)	Scaled Instant Challenge Score	Final Scaled Scores
A	183	240.00	37	41.11	52	69.33	350.44
B	175	229.51	54	60.00	61	81.33	370.84
C	162	212.46	51	56.67	75	100.00	369.13

In this example, then, **Team B took first place** with combined scaled scores of **370.84**. Note that Team B had the highest score only in *Side Trips*, and was in second place for *Central Challenge* and *Instant Challenge*. This can be a reminder to your team that you need to practice and work hard in ALL THREE major components of the program if you want to score well!

Teams are tied when their total scaled scores differ by one point or less. In a multi-team tie, teams are tied when their total scaled scores differ from the leading score for that place by one point or less.

projectOUTREACH

Teams participating in projectOUTREACH do not directly compete against each other. Scoring reflects how well the team met the Challenge criteria, rather than how they compared to other teams. The raw team scores will be scaled, and after the scores are scaled they will be categorized according to the percentage of the total points earned by the team. (Out of 400 possible points—240 *Central Challenge*, 60 *Side Trips*, and 100 *Instant Challenge*.) Teams will earn one of four rankings:

- Outstanding: 90 to 100%
- Excellent: 80 to 89%
- Good: 70 to 79%
- Great Start: 69% or less

Deductions

Deductions are points that are subtracted from a team's score because of an intentional or unintentional rule violation. With the exception of Unsportsmanlike Conduct, points are removed from the corresponding area of the team's Raw Score. There are three categories of deductions.

1. **Interference:** When a team receives help or input from non-team members, a deduction for Interference is assessed. Points are deducted from the team's score proportionate to the amount of Interference given and the relative impact that Interference had on the team's score. **The Appraisers remove only the number of points the team might have received as a result of the Interference, and they deduct those points from the scoring element(s) impacted by the Interference.**
2. **Illegal Procedure:** An Illegal Procedure deduction may be assessed when a team operates outside the stated rules or intent of the Challenge. Appraisers will determine the amount of the deduction by either deducting all points earned as a direct result of the Illegal Procedure, or, in cases where this cannot be determined, deducting points proportional to the severity of the Illegal Procedure. Some examples of Illegal Procedure deductions might include the following:
 - a. A team disregards or is unaware of a *Published Clarification* prohibiting some aspect of a solution and includes the aspect anyway.
 - b. A team's *Expense Report* contains unrealistic values for one or more items.
 - c. In a Challenge, a required sequence of events is not followed in the correct sequence.

Appraisers are trained to award the points for a Challenge requirement and then, if they find that there is Illegal Procedure, to level the playing field by assessing an Illegal Procedure deduction. They do this rather than lower the subjective points for a required element. If the points for a subjective element are lowered because of an issue, the team has no recourse; teams cannot appeal subjective scores. (See "The Appeals Process" section.) By assessing a deduction for Illegal Procedure the team knows exactly what the issue is about, and they may appeal the ruling.

3. **Unsportsmanlike Conduct:** This is the only type of deduction that is intended to be disciplinary in nature. An Unsportsmanlike Conduct deduction can be levied against a team for reasons such as the following:
 - a. Intentional, disruptive behavior by a team member, Team Manager or team supporter such as name calling, booing or arguing.
 - b. Creating loud noises in restricted or quiet performance spaces that could potentially impact another team's Presentation.
 - c. Intentional destructive behavior such as vandalism, or unintentional carelessness that mars or damages the Tournament site, building, personal property or landscape.
 - d. Showing lack of respect for other teams, Tournament Officials, or others attending the Tournament. This includes vulgarity, profanity or the exhibition of questionable taste at any time during the Tournament.
 - e. Unfair or unethical behavior by team members or Team Managers.
 - f. Creating an unsafe environment. Examples include the use of equipment or tools in inappropriate areas or under unsuitable conditions and/or presenting Challenge solutions with dangerous components that do not sufficiently safeguard the team, Appraisers, audience, etc.

Unlike other deductions that involve specific scored items, Unsportsmanlike Conduct Deductions are not subtracted from individual *Team Challenge* or *Instant Challenge* elements. Rather, this deduction is taken from the team's **total scaled score**. The amount of the deduction is based on the severity of the inappropriate conduct or action. Infractions of a similar nature should always receive similar deductions.

How to Obtain your *Team Challenge* Raw Scores

Your *Team Challenge* Raw Scores are a total of all of the points your team has earned in the *Central Challenge* and *Side Trips*. Approximately thirty minutes after your *Team Challenge* Presentation, your team's Raw Scores for that component of the Tournament should be available for pick up. At most Tournaments, the Head Appraiser posts the School/Organization Names, Team Names, and/or Team Numbers of the teams whose scores are ready on a large sheet of paper or easel somewhere in the Presentation area. If this is not done, you may approach the Head Appraiser between Presentations to ask if your team's scores are ready.

1. When the scores are ready to be picked up, one Team Representative and/or your Team Manager will go to the Head Appraiser or Challenge Master (depending on who is handling this task) to receive these scores.
 2. The Head Appraiser or Challenge Master will go over the scores with your Team Representative and/or your Team Manager. The Team Rep and the Team Manager may, and should, ask the Head Appraiser/Challenge Master to explain any scores s/he does not understand. S/he should make sure that the Head Appraiser also explains any deductions on the score sheet that s/he does not understand. The Raw Scores that you receive at this time are PRELIMINARY. A variety of things, such as math corrections, can cause them to change before they are finalized.
 3. After picking up your *Team Challenge* Raw Scores, your team will have **thirty minutes** to review the scores and to go back to the Head Appraiser with any questions.
 4. If your team feels it has legitimate concerns about a score or deduction on the Raw Score sheet and the Team Manager agrees, members may send ONE Team Representative and the Team Manager back to the Head Appraiser or Challenge Master. You may not discuss scores with any Appraiser except the Head Appraiser or Challenge Master.
-
5. The Head Appraiser will listen to your Team Representative, and if necessary, s/he will discuss your concerns with the Appraisal Team whose scores are in question. Every attempt will be made to resolve your concerns at this point. Video recordings, **photographs and other images** of the team's Presentation cannot be used for review.
-
6. Sometimes a team might feel that the Raw Scores were unfairly assessed because of something that went wrong at the site that was not the team's fault. These are called **procedural irregularities** and should be brought to the Head Appraiser's attention.

The Appeals Process

If your Team Representative and/or Team Manager has spoken to the Head Appraiser or Challenge Master about a scoring concern within thirty minutes after receiving the scores and that concern cannot be resolved, the Head Appraiser may recommend that you take your concerns to the Dialogue Team for an independent opinion. This is done in order to ensure fairness to your team and to all the teams competing in your *Team* or *Instant Challenge*. Your team may also request a Dialogue Team if you feel your concerns are not being fairly heard.

1. Items that CAN be sent to the Dialogue team for review:
 - a. Deductions for **Unsportsmanlike Conduct** which might include program or team violations, safety violations, property damage, inappropriate behavior, etc.
 - b. Deductions for **Interference** by Team Manager, parent or supporter.
 - c. Deductions for an **Illegal Procedure** committed by the team.
 - d. A **Procedural Irregularity** that was not the team's fault, but that the team feels may have impacted its score, such as time being called by mistake before the end of the Challenge Time Limit.
 - e. An **Objective or Zero** score in a *Team Challenge*.
 2. Items that CANNOT be sent to the Dialogue Team for review:
 - a. **Subjective scores** (scores that are up to the opinion of the Appraisers).
-
- b. Video recordings, **photographs and other images** of the team's Presentation.
-
- c. Questions or concerns about another team.

The Dialogue Team

1. The Dialogue Team is comprised of three experienced individuals who are very knowledgeable about the program rules and philosophies. These people are usually the **Tournament Director**, the **Challenge Master** for that *Team Challenge* or *Instant Challenge*, and **another knowledgeable and experienced person** such as a Regional Director, a veteran Team Manager, Head Appraiser or Tournament Official.
 2. The Dialogue Team's role is to impartially decide if the Appraisal Team's interpretation of the rule or situation is correct and, if so, whether the score or deduction assessed is appropriate.
-
- a. The Dialogue Team may not use videotapes, **photographs and other images**, or other recordings of the Challenge solution to make a decision.
 - b. The Dialogue Team cannot hear questions involving subjective scoring concerns.
 - c. The Dialogue Team will confer with the Team Manager, or, in the case of the Secondary and University Level teams, ONE Team Representative.
 - d. The Dialogue Team cannot consider questions or concerns about another team.

The Dialogue Process

The Dialogue process works as follows:

1. The Head Appraiser/Challenge Master of your *Team Challenge* or *Instant Challenge* will give your team the *Dialogue Team Intervention Form* to fill out. The Head Appraiser or Challenge Master will sign the form, indicating that s/he is unable to resolve the issue, and will note the time of day on the form.
2. From the time your team receives the form, you have **thirty minutes to complete and return the form to the location specified by the Head Appraiser/Challenge Master**. Your Team Manager should help your team fill out the form. For Elementary and Middle Level teams, it is suggested that your Team Manager should represent your team from this point on. Secondary and University Level teams should be represented by one team member.
3. The Dialogue Team may ask to confer with one or more members of the team, the Team Manager or the Appraisal Team in order to clarify the issue.
4. Your Team Manager/Team Representative is told when and where to return to receive the Dialogue Team's response. Your Team Manager/Team Representative will return to the designated location at the designated time after the Dialogue Team has had a chance to deliberate the concern. **The Dialogue Team's decisions are final.**

The following are some possible actions of the Dialogue Team:

1. The Dialogue Team can eliminate the deduction and return the points to the team if it feels that the deduction was unfairly or incorrectly assessed.
2. The Dialogue Team can reduce the amount of the deduction to the amount that it feels is fair and appropriate in order to keep the playing field level for all teams.
3. The Dialogue Team can increase the deduction if it feels the deduction assessed gives the team more points than it has fairly earned.
4. The Dialogue Team can change a score if it feels the score reflects an unfair or incorrect judgment.

Appeals after the Tournament

1. In rare instances, significant information comes to light after a Tournament that may impact a team's score. Since the Tournament is over and the Appraisal and the Dialogue teams are no longer together, you should contact the Affiliate Director about the situation. S/he should make every attempt to investigate the situation and ensure that the team was awarded all of the points to which they were entitled. This may include contacting the Challenge Master and members of the Appraisal Team.
2. Once the Affiliate Director has concluded her/his investigation, s/he will make a ruling. This ruling is FINAL and may not be appealed further.
3. Under no circumstances may an Appraiser be contacted by anyone other than the Challenge Master or the Affiliate, Regional or Tournament Director(s) in regard to a scoring issue following a Tournament. Such an action may result in sanctioning that individual or team.

Awards

In Destination ImagiNation there are awards given that are related to high scores and others that are given because someone noticed something outstanding and special. Some Tournaments give trophies, some give medals, some give certificates—and some even have awards that teams receive just by participating in the Tournament!

Appraisal teams may nominate a team or an individual for an award by filling out an Award Nomination form. The Nomination Forms are read and evaluated by a committee appointed by the Tournament Director. Please note that not all nominations result in Awards.

Rising Stars!® Award: For our Rising Stars

The Award:

This award recognizes the courageous, curious and joyous first steps in the journey of life-long learning.

Criteria:

This award is given to all Rising Stars! teams who demonstrate a solution at the Tournament.

Spirit of Discovery and Imagination Award (Spirit of DI Award)

The Award:

From its very beginning, Destination ImagiNation has been a community. The recipients of this award are the ones who go out of their way to help others, making sacrifices not for themselves, but to give something to someone else. We recognize and applaud these members of our community who demonstrate outstanding and extraordinary levels

of sportsmanship, volunteerism and spirit, be they Team Managers, Team Members, Officials or other helpful DI friends and volunteers.

Criteria:

This award is given in recognition of those who act as superior role models in the areas of spirit, teamwork, sportsmanship or volunteerism.

The Renaissance Award

The Award:

On our journey we sometimes encounter exceptional travelers who entertain and enlighten us along the way. The Renaissance Award recognizes those among us who demonstrate extraordinary amounts of effort and preparation in their solutions or outstanding skill in

engineering, design or performance. While the destination is creativity, these fellow travelers make the journey itself memorable.

Criteria:

This award is given for outstanding skill in the areas of design, engineering, execution or performance.

The DaVinci Award

The Award:

The paths we follow on our journeys were once uncharted and unknown—until someone took a bold step in a new direction and paved a way for us to follow. To solve our Challenges imagination, creativity, originality and courage are required. We honor these individuals and teams who most clearly demonstrate that spirit of adventurous risk in their solutions—those who most creatively traveled

to reach truly new and unique destinations. The DaVinci Award is named to honor one of humanity's greatest creative thinkers, Leonardo DaVinci.

Criteria:

This award is given for having a unique approach to a solution, for risk taking and/or for outstanding creativity (not skill or talent).

projectOUTREACH: The Torchbearer Award

This award honors teams and/or individuals whose solutions have had extraordinary impact in and beyond their local communities.

Place Awards

Each Destination ImagiNation sanctioned Tournament recognizes the top scoring teams that competed in both *Team Challenge* and *Instant Challenge* at each Competition Level. Teams who receive the place awards have earned the top total scaled scores (*Instant Challenge* + *Central Challenge* + *Side Trips*) in their Challenge/Competition Level. Teams are tied when their total scaled scores differ by one point or less. In a multi-team tie, teams are tied when their total scaled scores differ from the leading score for that place by one point or less. Your Tournament will send at least one placed team (1st Place), and sometimes more, to the next level of Tournament, depending on the rules of entry.

Teams in each *Team Challenge*/Competition Level from each Affiliate Finals are invited to participate in the Destination ImagiNation Global Finals Tournament.

Global Finals Tournament

Every year Destination Imagination, Inc. sponsors Global Finals, the largest creative problem solving Tournament of its kind. This year Global Finals will be held from Wednesday, May 25, 2011 (Opening Ceremony) through Saturday, May 28, 2011 (Closing Ceremony) at the University of Tennessee in Knoxville, Tenn. This past year, our Affiliates certified 1100 teams to attend this exciting event from virtually every state in the United States as well as teams from 11 other countries.

As you know, Destination ImagiNation is a process-oriented program designed to teach its participants the art, skills and tools associated with problem solving. If this has been accomplished and/or reinforced by the end of the program year, the mission of the organization has been successfully achieved. Some teams' achievements go well beyond meeting our organization's core mission, however. Through our Tournament structure, some teams distinguish themselves by advancing from their Regional Tournament to their Affiliate Tournament and then to our Global Finals Tournament.

In the event that your team members distinguish themselves in this way and earn the opportunity to attend our Global Finals 2011 Tournament, we have prepared the information below to acquaint you with this annual "celebration of creativity!" This past year, more than thirteen thousand people attended Global Finals 2010!

Housing and Meal Packages

Destination ImagiNation provides housing and meal packages that provide participants with the best possible opportunities to meet other DI participants from throughout the world. Team members establish bonds of camaraderie with teams from other Affiliates, making friendships that last a lifetime and most certainly become a memorable part of their lives. Accordingly, we encourage all participants and support personnel to stay in Destination ImagiNation, Inc. housing. Housing is comprised of both dormitory rooms as well as local hotels within the Knoxville area.

The prices listed below include the cost of registration, lodging, meals, venue site rentals, activities for all participants, on-site shuttle transportation, security credentials, and security staff for all participants and accompanying supporters for the Global Finals 2011 Tournament. **All prices are subject to change.**

Package 1A: \$680 Per Person

Lodging and Meals from Monday May 23 – May 28, 2011

Entrance to all venue sites and activities

Lodging: Monday, Tuesday, Wednesday, Thursday, Friday, Saturday

Meals: Monday dinner, all meals Tuesday through Saturday dinner

Package 2A: \$640 Per Person

Lodging and Meals from Tuesday May 24 – May 28, 2011

Entrance to all venue sites and activities

Lodging: Tuesday, Wednesday, Thursday, Friday, Saturday

Meals: Tuesday dinner, all meals Wednesday through Saturday dinner

Package 3A: \$610 Per Person

Lodging and Meals from Wednesday May 25 – May 28, 2011

Entrance to all venue sites and activities

Lodging: Wednesday, Thursday, Friday, Saturday

Meals: Wednesday dinner, all meals Thursday through Saturday dinner

Take a closer look!

We **encourage you** to visit our Web site and familiarize yourself with our Global Finals Tournament by taking a look at our Global Finals 2011 information. Within its contents, you will find helpful information about:

- Housing
- UT Housing descriptions
- Transportation
- Photos and candid
- Global Finals events
- Challenge sites
- UT Campus
- and much, much more

Planning Ahead

By providing this information we hope you will find it helpful in preparation for possible participation in our Global Finals 2011 event. We encourage **all teams** to consider the associated costs of attending the event in the beginning of the program year so that, should they qualify to take part in this Tournament, an action plan will be in place for the team to move forward. By doing so, we hope to continue the excitement of participation in the Destination ImagiNation program and add to the level of enjoyment experienced by all!

Glossary of DI Terms

page 1 of 3

Central Challenge: The portion of the *Team Challenge* in which your team must develop and expand the theme requirements.

Clarification: A statement that further explains *Team Challenge* requirements, the *Rules of the Road* or *Published Clarifications*.

Competition Level: The competitive or non-competitive Level of a *Team Challenge* that your team will enter to ensure that you are competing with teams of the same age/grade Level. Competition Level is determined by the highest grade Level or by the oldest team member.

Declaration of Independence: The required form that is your team's promise that only the team members who have signed or who are listed on the form worked on any part of the *Team Challenge* solutions.

Deduction: A point assessment that is subtracted from a team's score for an intentional or unintentional rule violation. Deductions can be assessed for Interference, Illegal Procedure or Unsportsmanlike Conduct.

Dialogue Team: A group of three individuals who are knowledgeable about the Destination ImagiNation program rules and philosophies. This team is available to mediate scoring concerns between the team and the Appraisal Team.

Expense Report Form: The required form on which your team lists all of the items in its Presentation and its values.

Illegal Procedure: The deduction that is assessed when a team operates outside the stated rules or intent of the Challenges.

Instant Challenge: A component of Destination ImagiNation that involves a Challenge with multiple requirements that your team works together over a very short period of time, usually no more than a few minutes, to solve.

Interference: Creative or physical input from non-team members. It is your team's responsibility to discourage Interference whenever it is offered.

Glossary of DI Terms

page 2 of 3

Material Safety Data Sheet (MSDS): Information provided by product manufacturers that shows the items and/or chemicals used are safe and will not cause harm to people or property.

Performance-Based: A type of *Instant Challenge* in which your team works together to create and perform a theatrically-oriented solution for the Appraisers which may involve the use of real or imaginary materials and verbal or non-verbal communication.

Procedural Irregularities: Things that go wrong at a Presentation Site that are not the performing team's fault.

Published Clarifications: A Clarification posted on the Destination ImagiNation, Inc. Web site that either answers a general question regarding a *Team Challenge* or *the Rules of the Road* that has been asked by many teams, or that explains an issue about which every team should be aware. It is the responsibility of your team to keep up with the *Published Clarifications*.

Raw Scores: Reported scores that are exactly as they have been assigned by the Appraisers.

Rising Stars!®: A program developed and designed especially for 4-7 year olds (pre-kindergarten to 2nd grade) that fosters creative problem solving skills. The Rising Stars! *Team Challenge* is designed to be non-competitive and is not subject to the rules and regulations of the competitive teams.

Scaled Scores: Raw Scores that are adjusted proportionately in each of the scored sections to reflect each team's total score.

Side Trips: The portion of the *Team Challenge* in which your team demonstrates specialties that showcase your team's interests, talents, strengths and/or skills.

Site-Specific Restriction: A restriction placed on teams using a particular Tournament site or Presentation Site that supersedes Destination ImagiNation guidelines or Clarifications.

Glossary of DI Terms

page 3 of 3

Task-Based: A type of *Instant Challenge* in which your team works together to move, build, change, or protect materials you are given by the Appraisers in order to complete a task.

Team Budget: The assigned Expense Limit noted in each *Team Challenge*. The Team Budget is the amount your team or any other team would have to spend in order to recreate your solution exactly as your team will present it to Appraisers at the Tournament.

Team Challenges: A component of Destination ImagiNation that involves a Challenge with multiple requirements that your team works together over an extended period of time to solve. The *Team Challenge* is comprised of the *Central Challenge* plus the *Side Trips*.

Team Clarification: An answer to a specific team-generated question. The question and answer will not be shared with any other team.

Team Identification Sign: A freestanding Identification Sign that is approximately 2ft x 3ft (0.61m x 0.91m) that tells Appraisers your Team Name, School/Organization Name, Team Number and Competition Level. This sign will be displayed during your *Team Challenge* Presentation.

Team Manager of Record: The person in charge of meetings, planning, team registration, Tournament logistics and team safety who is 18 years or older.

Tie: When two or more teams' final scaled scores are one point or fewer apart, a tie is declared.

Unsportsmanlike Conduct: A deduction that is assessed for inappropriate conduct or action at a Tournament that includes intentional, disruptive behavior; creating loud noises in restricted or quiet performance spaces; intentional destructive behavior such as vandalism, or unintentional carelessness that mars or damages the Tournament site, building, personal property or landscape; showing lack of respect for other teams, Tournament officials, or others attending the Tournament; unfair or unethical behavior by team members or Team Managers. Unsportsmanlike Conduct points are deducted from the team's total scaled score.

Expense Report

YOUR TEAM MUST FILL OUT AND BRING ONE COPY OF THIS FORM TO EACH TOURNAMENT.

School/Organization Name & Team Name _____

Team Number: _____ - _____ Level: EL ML SL UL

Team Challenge _____

Every item used in your team's Presentation must be listed here. You should write the word "Exempt" on the amount line if it is an exempt item. Lists of Exempt items and information about filling out this form can be found in *Rules of the Road*.

Clothing Items

_____	\$ _____
_____	\$ _____
_____	\$ _____
_____	\$ _____
_____	\$ _____
_____	\$ _____
_____	\$ _____
_____	\$ _____
_____	\$ _____
_____	\$ _____
_____	\$ _____
_____	\$ _____

Scenery/Equipment

_____	\$ _____
_____	\$ _____
_____	\$ _____
_____	\$ _____
_____	\$ _____
_____	\$ _____
_____	\$ _____
_____	\$ _____
_____	\$ _____
_____	\$ _____
_____	\$ _____
_____	\$ _____

Prop Items

_____	\$ _____
_____	\$ _____
_____	\$ _____
_____	\$ _____
_____	\$ _____
_____	\$ _____
_____	\$ _____
_____	\$ _____
_____	\$ _____
_____	\$ _____
_____	\$ _____
_____	\$ _____

Common Supplies

_____	\$ _____
_____	\$ _____
_____	\$ _____
_____	\$ _____
_____	\$ _____
_____	\$ _____
_____	\$ _____
_____	\$ _____
_____	\$ _____
_____	\$ _____

Total \$ _____

Miscellaneous supplies used in
construction of the *Team Challenge* Solution

Trash Supplies Used

Total Value of the Team Challenge Solution

\$ _____

Declaration of Independence

YOUR TEAM MUST BRING TWO COPIES OF THIS FORM TO EACH TOURNAMENT.

School/Organization Name & Team Name _____

Team Number: _____ - _____ Level: EL ML SL UL

Team Challenge _____

Please print and sign names of all team members participating in today's Presentation. Team members who contributed to the solution but who are unable to attend today's performance should also be listed. (Their signature is not necessary.) Please note the reason for their absence on the signature line.

1. Name: _____ Grade/Age: _____

Signature: _____

2. Name: _____ Grade/Age: _____

Signature: _____

3. Name: _____ Grade/Age: _____

Signature: _____

4. Name: _____ Grade/Age: _____

Signature: _____

5. Name: _____ Grade/Age: _____

Signature: _____

6. Name: _____ Grade/Age: _____

Signature: _____

7. Name: _____ Grade/Age: _____

Signature: _____

Please circle **True** or **False** for each statement below. If you answered **False** to any statement, please explain in the space provided below. A deduction may need to be assessed in order to be fair to teams that did not receive help.

TRUE	FALSE	We understand the rules of Interference.
TRUE	FALSE	The research, ideas, and solutions for our <i>Team Challenge</i> Presentation are those of ONLY the team members signed or listed above.
TRUE	FALSE	All team members who worked on our <i>Team Challenge</i> solution are listed above.
TRUE	FALSE	Please do not circle until you arrive at Instant Challenge. We do not know anything about the <i>Instant Challenge</i> we will be given at the Tournament.

 To the best of my/our knowledge, the above statements are true. In addition, I/we certify that all elements of this team's solution, including chemicals, will be handled and used safely and not cause harm to individuals or the facility.

 Team Manager Name (printed)

 (signature)

 Date

 Team Manager Name (printed)

 (signature)

 Date

2010-11 Clarification Form

This form is for mail only. Faxed requests **will not** receive a response. Use a separate form for **each question**. All information must be filled out to receive a response.

Send with stamped, self addressed envelope to:

Challenge Clarification, Destination ImagiNation, Inc., 1111 South Union Ave., Cherry Hill, NJ 08002 USA

CHALLENGE CLARIFICATION DEADLINE: FEBRUARY 15, 2011

Team Name: _____

Team Number: _____ - _____

Person asking the question: _____

Mailing Address: _____

City, State/Province/Postal code: _____ **Country:** _____

Home Phone: _____ **E-mail Address:** _____

Challenge Name: _____ **Level:** EL ML SL UL **Today's Date:** ____ / ____ / ____

1. Only **ONE** question may be asked on each form.
2. Questions must be typed or, if hand written, be in black ink and be legible.
3. Original forms or drawings may be sent on a separate sheet, **but will not be returned**.
4. **DO NOT** write on the back of this form.

QUESTION

You must read and check this area to receive an answer:

_____ We have read the *Team Challenge*, *Rules of the Road*, and all *Published Clarifications*.

_____ We understand that our team may only ask **a total of 10 Clarification questions** for this competition year.

AREA BELOW FOR REPLY ONLY --- DO NOT WRITE IN THIS AREA

Symbols

1-Team Pak 7, 8
5-Team Pak 7

A

AC Power 18
Acquiring Materials 15, 18, 20
AC Voltage 22
Animals 22
Appeals Process 33
Appraisers and food items 16
Assistant Team Managers 9, 26, 29
Awards 35

B

Batteries 19, 22, 24

C

Cancellation Policy 8
Central Challenge 5, 13, 33, 38
Chill Out Area 29
Clarification 23, 38
Clarification deadline 24
Clarification Form 25, 43
Clothing 19
Common Supplies 19
Competition Levels 9, 10, 38
Conduct 30
Copyright 23
Creative Problem Solving 4

D

DaVinci Award 35
DC Voltage 22
Declaration of Independence 17, 22, 38
Declaration of Independence Form 42
Deduction 16, 17, 21, 26, 27, 32, 38
Dialogue Team 33, 34, 38
Dialogue Team Intervention Form 34
Disqualify 26, 27
Dry Ice 21

E

Electricity 22
Electronic devices 26
Exempt from cost 17, 19
Expense Report 18, 19, 20, 32
Expense Report Form 38, 41

F

Fire 21
Firearms 22
Fog machines 21
Foot coverings 21

G

Global Finals 26, 29, 36
Ground-Fault Interrupter (GFI) 22
Guest Participants 8
Guns 23

H

Helium 21

I

Illegal Procedure 32, 33, 38
Instant Challenge 5, 25, 26, 27, 28, 29, 30, 38
Instant Challenge Master 26, 27
Institutional Customer 7
Interference 9, 14
International Challenge Masters 23

L

Lasers 21
Launch Area 28
Lights 21
Logo 23

M

Material Safety Data Sheet (MSDS) 22, 39
Multiple Intelligence 5, 6

N

Noncompetitive 10

O

Objective Scores 30, 33

P

Parody 23
Performance-Based 25, 39
Place Awards 36
Precedence 24
Prep Area Appraiser 17, 18, 28
Presentation Site 17, 18, 19, 21, 28, 39
Procedural Irregularities 33, 39
Profanity 30
Program Rules 9
Promise 28
Published Clarifications 24, 39

R

Rate of exchange, US Dollar 18
Raw Scores 27, 30, 33, 39
Registration procedures 27
Renaissance Award 35
Reuse of items 16, 20
Rising Stars! 11
Rising Stars! Award 35

S

Safety 19, 21
Safety Gear 21
Safety Guidelines 21
Sales tax 20
Scaled Scores 31
Shipping 20
Side Trips 5, 30, 33, 39
Site-Specific Restriction 21, 22, 23, 39
Spirit of DI Award 35
Standard doorway 29
Subjective Scores 30, 33
Superseding rules 24

T

Task-Based 25, 40
Team Budget 18, 40
Team Challenge 5, 9, 12, 27, 28, 30, 33, 40
Team Clarifications 23, 40
Team Formation 9
Team Identification Sign 17, 40
Team Manager 9, 25, 40
Team Manager of Record 9, 25, 40
Team Members 9
Team Name 17
Team Number 7, 17
Tie 26, 31, 36, 40
Time Limit 17, 28, 33
Timing devices 26
Trademarks 23
Trash 19, 20

U

Unsportsmanlike Conduct 17, 30, 32, 33, 40
Use of audio and video technology 16

V

Video recordings 33
videotape 26
Violence 22

Z

Zero Scores 30